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APPLICATION FOR LETTERS PATENT

**Managing Multiple Devices on which Operating  
Systems can be Automatically Deployed**

Inventor(s):

**Curt A. Steeb**

**Munisamy Prabu**

**Zeyong Xu**

**Martin L. Holladay**

**Paul C. Sutton**

**Raymond D. Pedrizetti**

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9  
10 **TECHNICAL FIELD**

11 This invention relates to networks and device management, and more  
12 particularly to managing multiple devices on which operating systems can be  
13 automatically deployed.

14  
15 **BACKGROUND**

16 Computers typically operate under the control of software referred to as an  
17 operating system. The operating system may be installed on a computer by the  
18 computer manufacturer or distributor, or may be installed by the purchaser.  
19 Additionally, as new operating systems become available over time, it is often  
20 desirable to upgrade from one operating system to a newer operating system.

21 Given the size and complexity of many modern operating systems, the  
22 installation of an operating system on a computer can be a very time-consuming  
23 process for the user. Installing additional software on the computer after the  
24 operating system is installed makes the installation even more time-consuming.  
25 Furthermore, as the number of computers on which operating systems are being

1 installed increases, the amount of time necessary to install the operating systems  
2 on all of the computers similarly increases. This is particularly true in a data  
3 center (such as an Internet data center (IDC) or an Enterprise Data Center (EDC)),  
4 which is a specifically designed complex that houses many computers for hosting  
5 network-based services. Data centers, which may also go by the names of  
6 “Webfarms” or “server farms”, typically house hundreds to thousands of  
7 computers in climate-controlled, physically secure buildings. Data centers provide  
8 reliable Internet access, reliable power supplies, and a secure operating  
9 environment.

10 In addition to the time taken to install the operating system and applications  
11 on multiple servers, the process often involves many manual steps. These steps,  
12 being manual, are both expensive in terms of time and human resources needed,  
13 and subject to human error.

14 Thus, it would be beneficial to have a way to install operating systems  
15 and/or other software on computers that reduces the amount of user-time involved  
16 in installing the operating systems and reduces the possibility of mistakes being  
17 made.

## 18 19 **SUMMARY**

20 Managing multiple devices on which operating systems can be  
21 automatically deployed is described herein.

22 According to one aspect, an apparatus manages installation of operating  
23 systems on a plurality of computing devices. The installation is performed across  
24 the plurality of computing devices both concurrently and asynchronously.  
25

## **BRIEF DESCRIPTION OF THE DRAWINGS**

The same numbers are used throughout the document to reference like components and/or features.

Fig. 1 illustrates an example network environment.

Fig. 2 illustrates an example automated deployment service.

Fig. 3 is a flowchart illustrating an example process that automatically deploys an operating system on a computing device.

Fig. 4 illustrates example components of an automated deployment service in additional detail.

Figs. 5a, 5b, 5c, 5d, 5e, and 5f are a flowchart illustrating an example process that automatically deploys an operating system on a target computing device.

Fig. 6 is a flowchart illustrating an example process of carrying out a task sequence.

Fig. 7 illustrates an example of task sequences.

Fig. 8 is a flowchart illustrating an example process of carrying out a task sequence.

Fig. 9 is a flowchart illustrating an example process of carrying out a task sequence on a set of devices.

Fig. 10 illustrates an example object model that can be used in maintaining information regarding task sequences for devices.

Fig. 11 illustrates a general computer environment, which can be used to implement the techniques described herein.

## **DETAILED DESCRIPTION**

Fig. 1 illustrates an example network environment 100. In environment 100, multiple (x) computing devices 102(1), 102(2), . . . , 102(x) and automated deployment services 104 are coupled to a network 106. Network 106 is intended to represent any of a variety of conventional network topologies and types (including wire and/or wireless networks), employing any of a variety of conventional network protocols (including public and/or proprietary protocols). Network 106 may include, for example, a local area network (LAN), a wide area network (WAN), portions of the Internet, and so forth. Environment 100 represents any of a wide variety of environments, including, for example, data centers (e.g., Internet data centers (IDCs)), office or business environments, home environments, educational or research facilities, retail or sales environments, and so forth.

Computing devices 102 can be any of a variety of conventional computing devices, including desktop PCs, workstations, mainframe computers, server computers, Internet appliances, gaming consoles, handheld computers, cellular telephones, personal digital assistants (PDAs), etc. One or more of devices 102 can be the same types of devices, or alternatively different types of devices. Additionally, even if multiple devices are the same types of devices, the multiple devices may still be configured differently (e.g., two devices 102 may be server computers, but may have different hardware configurations, such as different processors, different amounts of RAM, different sizes of hard disk drives, and so forth).

Automated deployment services 104 represent one or more computing devices that manage the configuration of and installation of software on

1 computing devices 102. All computing devices 102 in environment 100 may be  
2 managed by the same automated deployment services 104, or alternatively  
3 multiple services 104 may be present with different services 104 managing  
4 different devices 102.

5 During operation, when a new computing device 102 is added to  
6 environment 100, the newly added computing device 102 is automatically  
7 configured and software (e.g., an operating system) is automatically installed on  
8 the device 102 by automated deployment services 104. If multiple devices 102 are  
9 added, then the configuration and software installation on the multiple devices 102  
10 can be managed simultaneously by automated deployment services 104.

11 Additionally, one or more computing devices 102 may be re-configured  
12 after being added to environment 100. For example, a particular computing device  
13 102 may operate for a period of time (e.g., on the order of minutes, hours, days,  
14 months, etc.) performing one function, and then an administrator may decide that a  
15 different function is desirable (e.g., change from being a server computer to a  
16 workstation computer, from a web server to a local file server, etc.).

### 17 18 **Auto Deployment Architecture and Operation**

19 Fig. 2 illustrates an example automated deployment service 120.  
20 Automated deployment service 120 may be, for example, automated deployment  
21 services 104 of Fig. 1. Automated deployment service 120 includes a controller  
22 122, a network boot service (NBS) 124, and an image distribution service (IDS)  
23 126. Automated deployment service 120 manages the configuration of computing  
24 devices 102, as well as the installation of software on computing devices 102. The  
25 software installed on computing devices 102 typically includes an operating

1 system, and/or one or more other application programs. One or more of controller  
2 122, network boot service 124, and image distribution service 126 can be deployed  
3 on the same device, or alternatively across multiple devices.

4 The specific manner in which computing devices 102 are to be configured  
5 and the specific manner in which software is to be installed on devices 102 can  
6 vary by device. In certain embodiments, a sequence of tasks can be defined that  
7 describes what actions are to be taken by automated deployment service 120 in  
8 configuring and/or installing software on a particular device 102. Tasks and task  
9 sequences are discussed in more detail below (e.g., under the heading Task  
10 Sequences and elsewhere).

11 Controller 122 keeps a record of devices 102 that are being managed by  
12 automated deployment service 120, what action(s) automated deployment service  
13 120 should take the next time each of the devices 102 is booted, and what  
14 operations can be performed on each device 102. Controller 122 operates as the  
15 control point for automated deployment service 120 and the devices 102.

16 Network boot service 124 enables a device 102 to boot up in a particular  
17 manner desired by network boot service 124, such as booting to the operating  
18 system on a disk of the device 102, a virtual floppy on the device 102, or to a  
19 deployment agent at the device 102. Network boot service 124 detects when one  
20 of the devices 102 is being booted, and optionally indicates to the device how the  
21 device should boot (based on information that service 124 receives from controller  
22 122). Network boot service 124 may also generate and/or download to a device  
23 102 one or more programs to be executed that assist in the automated deployment  
24 of the operating system.  
25

1       Image distribution service 126 stores images that can be deployed onto the  
2 hard disks of the devices 102. These images are used to install an operating  
3 system on a device 102, as discussed in more detail below.

4       Each computing device 102 includes a pre-boot component 128 that allows  
5 the device 102 to communicate with controller 122, prior to any operating system  
6 being executed on the device 102 (and even prior to any operating system being  
7 installed on the device 102). Pre-boot component 128 can be implemented in  
8 hardware, software, firmware, or combinations thereof. In one implementation,  
9 the pre-boot component 128 is implemented in accordance with the Preboot  
10 Execution Environment (PXE) Specification Version 2.1 (or alternatively other  
11 versions), available from Intel Corporation of Santa Clara, California. Additional  
12 information regarding PXE is available from Intel Corporation of Santa Clara,  
13 California. Alternatively, pre-boot component 128 can be implemented in  
14 different manners, such as using BOOTP (Bootstrap Protocol). Additional  
15 information describing BOOTP can be found in the Network Working Group  
16 Request for Comments (RFC) 951.

17       Fig. 3 is a flowchart illustrating an example process 150 that automatically  
18 deploys an operating system on a computing device. The process of Fig. 3 is  
19 performed by automated deployment service 120 of Fig. 2, and may be  
20 implemented in software, firmware, hardware, or combinations thereof.

21       Initially, a notification that the computing device has been powered on is  
22 received by the automated deployment service (act 152). This notification can  
23 take any of a variety of forms and can be implemented in any of a variety of  
24 manners. In implementations where the pre-boot component 128 is implemented  
25 in accordance with the PXE Specification, this notification can be a PXE request



1 that is issued as part of a DHCP (Dynamic Host Configuration Protocol) message  
2 request, such as a DHCPDISCOVER message request. This PXE request can be  
3 implemented by setting an option in the DHCP message request that identifies the  
4 requesting device 102 as a PXE client.

5 In response to receiving the notification in act 152, network boot service  
6 124 in conjunction with controller 122 configures the firmware of the computing  
7 device 102 (act 154). Network boot service 124 obtains, from controller 122,  
8 information describing how this particular computing device 102 is to be  
9 configured. Different aspects of the firmware of the computing device 102 can be  
10 configured, such as the setting of BIOS (Basic Input/Output System) parameters  
11 and the setting of RAID (Redundant Array of Independent Disks) parameters. The  
12 specific firmware settings that a device 102 should be configured with can be  
13 determined in a variety of different manners, and in one implementation the  
14 settings are input by a system administrator of the automated deployment service  
15 or the environment where the automated deployment service is employed.

16 The configuration of act 154 can be implemented in different manners. In  
17 one implementation, a set of instructions (e.g., a software program(s)) is  
18 downloaded from network boot service 124 to device 102. This set of instructions  
19 includes instructions that, when executed by device 102, cause the firmware of  
20 device 102 to be configured as desired. Alternatively, a set of instructions that  
21 receives commands over the network from network boot service 124 may be  
22 executed by device 102 and the commands to configure the firmware of device  
23 102 as desired may be sent to device 102 by network boot service 124.

1 After the firmware is configured on the device 102, the device 102 may  
2 optionally be re-booted. Whether the device 102 is re-booted is dependent, at least  
3 in part, on the manner in which the firmware is configured.

4 After the firmware is configured in act 154 (and after the device 102 is re-  
5 booted, if it is re-booted), the operating system is downloaded to the device 102  
6 (act 156). In certain embodiments, the operating system is an operating system  
7 image that is copied from the image distribution service 126 to the device 102.  
8 Prior to downloading the operating system, additional programs may be copied to  
9 the device 102, such as a temporary operating system (also referred to as a  
10 deployment agent), to facilitate downloading of the operating system image.

11 Once the operating system is downloaded to the device 102, the device 102  
12 is re-booted (act 158). When re-booting in act 158, the device 102 is booted into  
13 the newly downloaded operating system. Additional configuration of the  
14 operating system for the computing device 102, as well as other parameters for the  
15 computing device 102, can then be initiated as desired by the automated  
16 deployment service (act 160). A variety of different parameters can be set in act  
17 160, such as configuring the name of the computing device, passwords and/or IDs  
18 for users of the computing device, a static IP (Internet Protocol) address of the  
19 computing device, and so forth.

20 Furthermore, in act 160 additional software may be installed on the  
21 computing device 102. Any of a variety of software packages can be installed,  
22 such as reference programs, utility programs, productivity programs (e.g., word  
23 processing software, spreadsheet software, database software, computer aided  
24 design software, and so forth), recreational programs (e.g., video games designed  
25

1 to be played locally on the device 102 or via an on-line service), entertainment  
2 programs (e.g., audio and/or visual media presentation programs), and so forth.

3 Fig. 4 illustrates example components of an automated deployment service  
4 in additional detail. The automated deployment service 200 of Fig. 4 is an  
5 example implementation of the service 120 of Fig. 2. Automated deployment  
6 service 200 includes a controller 202, network boot service (NBS) 204, and image  
7 distribution service (IDS) 206, which are analogous to and operate analogous to  
8 controller 122, network boot service 124, and image distribution service 127 of  
9 Fig. 2.

10 Controller 202 includes a Windows Management Instrumentation (WMI)  
11 interface 210, a controller service 212, and an auto-discovery component 214.  
12 Controller 202 is also coupled to a database 216, which is a relational database  
13 that maintains information related to devices 102 being managed by controller 122  
14 and task sequences that can be performed on those devices. WMI interface 210 is  
15 an object model interface which provides an object model of database 216 –  
16 information can be obtained from database 216 by way of WMI interface 210.

17 Controller service 212 is a control module for controller 202. Controller  
18 service 212 manages communications with the image distribution service 206 and  
19 network boot service 204. Controller service 212 also manages task sequences,  
20 maintaining a record of what step(s) are currently being performed on devices 102  
21 and what step(s) are next to be performed on devices 102 in deploying software to  
22 the devices 102.

23 Auto-discovery component 214 receives notifications from devices 102 as  
24 the devices are booting (e.g., from operating systems booting on the devices 102).  
25 These notifications allow the devices 102 to be identified by controller 202.

1 Controller service 212 maintains a record (e.g., in database 216) of devices that  
2 controller 202 manages, and auto-discovery component 214 allows controller  
3 service 212 to identify which devices are currently running on the network and/or  
4 have just been booted on the network. Auto-discovery component 214 (and/or  
5 PXE service 220 discussed below) also allows controller service 212 to determine  
6 when a device 102 has just been booted on the network and thus allows controller  
7 service 212 to know that it should check for any steps that are to be performed on  
8 the device.

9 Network boot services 204 includes a Preboot Execution Environment  
10 (PXE) service 220, a Trivial File Transfer Protocol (TFTP) service 222, and a  
11 deployment agent builder service 224. PXE service 220 detects PXE requests  
12 from devices 102, and communicates with controller 202 to determine what action  
13 to take in response to each PXE request. Some information regarding what actions  
14 to take in response to PXE requests can also be received from controller 202 and  
15 cached in network boot service 204. The action taken in response to a particular  
16 PXE request may involve a response being sent from network boot service 204 to  
17 the requesting device 102 informing the device 102 of particular actions it should  
18 take, or alternatively the action may be to simply ignore the PXE request.

19 TFTP service 222 is a file server that can download requested files to  
20 devices 102. These files can be generated at network boot service 204 (e.g., by  
21 deployment agent builder service 224), or obtained by TFTP service 222 from  
22 some other source for download (e.g., obtained from database 216). Network boot  
23 service 204 may also maintain a cache of files previously downloaded to a device  
24 102, and TFTP service 222 may access this cache to obtain the files for download  
25 to a requesting device 102.

1       Deployment agent builder service 224 dynamically builds a deployment  
2 agent for a particular device 102 based on information describing the particular  
3 device 102. A deployment agent loader runs on the device 102 and returns to  
4 builder service 224 information describing the device 102. This information  
5 includes, for example, the hardware installed on the particular device 102 so that  
6 the deployment agent can be generated with all the necessary device drivers to run  
7 on that device 102. In one implementation the deployment agent is a native mode  
8 Windows NT® operating system kernel. This deployment agent can also be  
9 referred to as a temporary operating system. The deployment agent, when running  
10 on a device 102, creates an environment from which the final operating system can  
11 be installed on the device 102, as discussed in more detail below.

12       Figs. 5a-5f are a flowchart illustrating an example process 300 that  
13 automatically deploys an operating system on a target computing device. The  
14 process of Figs. 5a-5f is performed by automated deployment service 200 of Fig. 4  
15 and a computing device 102 of Fig. 4, and may be implemented in software,  
16 firmware, hardware, or combinations thereof. For ease of explanation, acts  
17 performed by the automated deployment service are shown on the left-hand side of  
18 Figs. 5a-5f, while acts performed by the target device (the computing device on  
19 which the operating system is being deployed) are shown on the right-hand side of  
20 Figs. 5a-5f. Figs. 5a-5f are discussed with additional reference to Fig. 4.

21       Initially, the target device transmits a DHCP request that includes a PXE  
22 request (act 302 of Fig. 5a). The DHCP request including the PXE request is sent  
23 by the target device each time the target device is powered on or re-booted. The  
24 PXE service 220 detects the PXE request and responds to the target device with an  
25 identifier of a source of a network boot program and a name of the network boot

1 program (act 304). The network boot program is a program that can be  
2 downloaded to the target device and executed on the target device. The network  
3 boot program allows the target device to configure and use RAM disks on device  
4 102. The network boot program is typically a small program (relative to the  
5 operating system being deployed on the target device), and usually does not  
6 provide the same robust operation as the operating system being deployed on the  
7 target device. The same network boot program can be used for multiple  
8 computing devices 102, or alternatively different network boot programs can be  
9 used for different devices 102.

10 Automated deployment service 200 maintains one or more identifiers for  
11 each of the computing devices 102 it is managing (and optionally one or more  
12 identifiers for each computing device it may manage in the future and/or managed  
13 in the past). Different identifiers can be used, but the identifiers should provide a  
14 high level of probability that the identifiers are unique (e.g., so that it is very  
15 unlikely that two or more devices 102 would have the same identifier). Examples  
16 of identifiers that can be used for a particular device 102 include the Media Access  
17 Control (MAC) address of the network card being used by the device 102 to  
18 access the network, or the System Management BIOS (SMBIOS) Universal  
19 Unique Identifier (UUID).

20 In some situations, multiple automated deployment services 200 may be on  
21 the same network, resulting in multiple PXE services 220 receiving the PXE  
22 request from the target device. Such situations can be handled in a variety of  
23 different manners. In some embodiments, each automated deployment service 200  
24 is programmed or otherwise configured with identifiers (e.g., MAC addresses  
25 and/or SMBIOS UUIDs) of the various computing devices 102 that it is

1 responsible for managing. In these embodiments, only the PXE service 220 of the  
2 automated deployment service 200 that is responsible for managing the target  
3 device will respond to the PXE request. In other embodiments, the different  
4 automated deployment services 200 may communicate with each other (or with  
5 some other device) to determine which of the services 200 is responsible for  
6 managing the target device. In other embodiments, a first-come-first-served  
7 policy is employed, so that the first response received by the target device is the  
8 response followed by the device.

9 The target device receives the network boot program source identifier and  
10 name, and the PXE component 230 of the target device requests the identified  
11 network boot program from the identified source (e.g., TFTP service 222) (act  
12 306). The network boot program and source can be identified in a variety of  
13 different manners. In one implementation, the source is identified by a network  
14 address (e.g., an IP address) or Uniform Resource Locator (URL), and the network  
15 boot program is identified by a file name (e.g., made up of one or more of letters,  
16 number, symbols, punctuation marks, and so forth).

17 In response to the request for the identified network boot program, the  
18 identified source (e.g., TFTP service 222) downloads the requested network boot  
19 program to the target device (act 308). The target device receives the network  
20 boot program and runs the program (act 310). Once running, the network boot  
21 program sends a request to PXE service 220 for an indication of the next action  
22 the network boot program should take (act 312).

23 PXE service 220 receives the request from the network boot program and  
24 responds to the request by informing the network boot program to download and  
25 boot into a virtual floppy disk (act 314). As part of the response, PXE service 220

1 identifies the source of the virtual floppy disk and the name of the virtual floppy  
2 disk. The network boot program receives this response and requests the identified  
3 virtual floppy disk from the identified source (e.g., TFTP service 222) (act 316 of  
4 Fig. 5b). In response to the request, the identified source (e.g., TFTP service 222)  
5 downloads the requested virtual floppy disk to the target device (act 318). As part  
6 of this download, the target device copies the virtual floppy disk to a RAM disk of  
7 the target device (created by the network boot program).

8         The virtual floppy disk is data representing a floppy disk that can be copied  
9 to and executed from a RAM disk on the target device. Once the virtual floppy  
10 disk is downloaded to the RAM disk on the target device, the target device  
11 continues the boot process using the virtual floppy disk (act 320). One or more  
12 utility programs present on the virtual floppy disk are executed to configure the  
13 hardware components of the target device (act 322). The execution of a  
14 program(s) on the virtual floppy disk can be carried out as identified in a batch file  
15 on the virtual floppy disk (e.g., an "autoexec.bat" file on the virtual floppy disk  
16 that identifies a list of programs to be executed). The parameters for configuring  
17 the hardware components are included in the virtual floppy disk. Any of a variety  
18 of configurations can be made using the utility program(s) on the virtual floppy  
19 disk. In certain embodiments, various BIOS parameters are set and/or various  
20 RAID parameters (e.g., parameters maintained by a RAID controller at the target  
21 device) are set. The specific hardware settings for the device 102 can be  
22 determined in a variety of different manners, and in one implementation are input  
23 by a system administrator.

24         After the hardware components of the target device are configured, the  
25 target device is re-booted (act 324). This can be accomplished, for example, by



1 including a re-boot command as the last command in the autoexec.bat file on the  
2 virtual floppy disk.

3 When the target device is re-booted, it sends out a DHCP request with a  
4 PXE request (act 324), analogous to act 302 discussed above. The PXE service  
5 220 detects the PXE request and responds to the target device with an identifier of  
6 a source of a network boot program and a name of the network boot program (act  
7 326), analogous to act 304 discussed above. The target device receives the  
8 network boot program source identifier and name, and the PXE component 230 of  
9 the target device requests the identified network boot program from the identified  
10 source (e.g., TFTP service 222) (act 328), analogous to act 306 discussed above.  
11 In response to the request for the identified network boot program, the identified  
12 source (e.g., TFTP service 222) downloads the requested network boot program to  
13 the target device (act 330 of Fig. 5c), analogous to act 308 discussed above. The  
14 target device receives the network boot program and runs the program (act 332),  
15 analogous to act 310 discussed above. Once running, the network boot program  
16 sends a request to PXE service 220 for an indication of the next action the network  
17 boot program should take (act 334), analogous to act 312 discussed above.

18 PXE service 220 receives the request from the network boot program and  
19 knows that the virtual floppy disk has already been executed on the target device  
20 (because it was downloaded in act 318 above). So, PXE service 220 responds to  
21 the request from the network boot program by informing the network boot  
22 program to download and boot into a deployment agent (act 336). As part of this  
23 response, PXE service 220 also includes an identifier of a source of a deployment  
24 agent loader and a name of the deployment agent loader. The network boot  
25 program receives this response and requests the identified deployment agent

1 loader from the identified source (e.g., TFTP service 222) (act 338). In response  
2 to the request, the identified source (e.g., TFTP service 222) downloads the  
3 requested deployment agent loader to the target device (act 340).

4 Once downloaded to the target device, the deployment agent loader is run  
5 (act 342 of Fig. 5d). The deployment agent loader gathers hardware information  
6 regarding the target device, such as an enumeration or listing of the various  
7 hardware components that are present in the target device. The deployment agent  
8 loader then sends a request for the deployment agent from the deployment agent  
9 builder service 224 (act 344). As part of this request, the deployment agent loader  
10 includes the information it has gathered regarding the hardware of the target  
11 device.

12 Deployment agent builder service 224 then dynamically generates the  
13 deployment agent based on the hardware information it receives regarding the  
14 target device (act 346). The deployment agent is dynamically generated because it  
15 is designed for the particular hardware configuration of the target device. It  
16 should be noted that deployment agents may also optionally be cached (e.g., at  
17 network boot service 204 or in database 216), so that if multiple devices 102  
18 happen to have the same hardware configuration, then the same deployment agent  
19 need not be generated multiple times.

20 Deployment agent builder service 224 then sends an identifier of the  
21 deployment agent name and identifier of the source of the deployment agent to the  
22 deployment agent loader on the target device (act 348). Upon receiving the  
23 identifiers, the deployment agent loader requests the identified deployment agent  
24 from the identified source (e.g., TFTP service 222) (act 350). In response to the  
25 request, the identified source (e.g., TFTP service 222) downloads the requested

1 deployment agent to the target device (act 352). As part of this download, the  
2 target device copies the deployment agent to a RAM disk of the target device  
3 (created by the network boot program). Once the deployment agent is  
4 downloaded to the RAM disk on the target device, the target device continues the  
5 boot process by running the deployment agent (act 354).

6 The deployment agent is an operating system that includes sufficient  
7 functionality to allow a full operating system to be installed on the target device.  
8 The full operating system refers to the operating system that is being deployed on  
9 the target device by automated deployment service 200. The full operating system  
10 is typically stored in nonvolatile memory of the target device (e.g., a hard disk  
11 drive) and subsequently controls operation of the target device. In contrast, the  
12 deployment agent is a temporary operating system that is typically smaller than the  
13 full operating system, and that typically is not maintained in nonvolatile memory  
14 (e.g., is run from a RAM disk). The deployment agent includes device drivers to  
15 control the various hardware components of the target device, or at least those  
16 hardware components that are used during the installation process.

17 When the deployment agent runs, it announces itself to auto-discovery  
18 component 214, and optionally establishes secure communication with controller  
19 service 212 (act 356). Secure communication between controller service 212 and  
20 the target device can be achieved in any of a variety of manners (e.g., using  
21 cryptography and symmetric keys and/or public/private key pairs). Establishing  
22 secure communication allows, for example, the target device to ensure that  
23 commands it receives are from the controller 202 (which the target device  
24 inherently trusts), and not from some rogue or mischievous device on the network.

1       The deployment agent receives and carries out commands it receives from  
2 controller 202 (act 358). These commands are to configure the target device as  
3 desired by controller 202. Any of a variety of commands can be issued by  
4 controller 202, and these commands typically are used to prepare the target device  
5 for deployment of the operating system. Examples of such commands include  
6 partitioning a hard disk(s) of the target device, formatting a volume(s) of a mass  
7 storage device of the target device, and so forth.

8       The deployment agent also receives a command from controller 202 to run  
9 an image client utility (act 360). The image client utility is a program that  
10 facilitates copying of an image from image distribution service 206 to the hard  
11 drive (or other storage device on which the operating system is to be deployed) of  
12 the target device. In one implementation, the image client utility is part of the  
13 deployment agent on the target device. The image client utility runs and listens on  
14 a network address (e.g., an IP address) identified by controller 202 for an  
15 operating system image from image distribution service 206 (act 362).

16       Controller 202 also informs image distribution service 206 to send the  
17 desired operating system image to the identified network address, and image  
18 distribution service 206 downloads the desired image to the target device by  
19 sending the desired image to the identified network address (act 364). As part of  
20 this download, the image is copied to the hard drive (or other storage device) of  
21 the target device. The image for the operating system that is stored by image  
22 distribution service 206 is a file(s) that contains a functionally identical replica of  
23 a disk. The image thus contains all of the files, with many settings and data  
24 properly configured, that constitute the operating system that can be loaded and  
25

1 executed on a device (some settings may have been previously made and/or may  
2 be subsequently made).

3 The image can be generated in any of a variety of different manners, and is  
4 typically generated using a computing device that already has an operating system  
5 installed on it. A tool is run on the computing device that generates a disk image  
6 of that computing device, which is then used as the image for that operating  
7 system. The tool can be run manually by a user at the computing device, or  
8 alternatively the tool may be activated remotely. This remote activation can be  
9 accomplished, for example, by including in the deployment agent the disk imaging  
10 tool. The computing device can then be booted into the deployment agent as  
11 discussed above, and the disk imaging tool can be run. The generated disk image  
12 can then be communicated by the deployment agent to, for example, image  
13 distribution service 206.

14 Any of a variety of tools can be used to generate the disk image. One such  
15 tool is the Windows® 2000 operating system System Preparation Tool (Sysprep)  
16 Version 1.1, available from Microsoft Corporation of Redmond, Washington.  
17 Alternatively, other proprietary or publicly available tools could be used.

18 The deployment agent also receives and carries out additional configuration  
19 or personalization commands from controller 202 (act 366). Such configuration or  
20 personalization commands in act 366 may include, for example, setting a unique  
21 hostname on the downloaded image (e.g., a name for the target device), setting the  
22 time zone, setting an administrator's password, setting a static IP address, and so  
23 forth.

24 Once the operating system image is downloaded and any additional  
25 configuration or personalization commands are received from controller 202, the

1 target device is re-booted again (act 368 of Fig. 5f). In one implementation,  
2 controller 202 sends a command to the target device to re-boot in act 368.

3 When the target device is re-booted, it sends out a DHCP request with a  
4 PXE request (act 368), analogous to act 302 discussed above. PXE service 220  
5 receives the PXE request and knows that the operating system image has already  
6 been deployed on the target device. So, PXE service 220 has the target device  
7 boot into the deployed operating system (act 370). In one implementation, PXE  
8 service 220 sends, in response to the PXE request, an indication that the target  
9 device should boot into the operating system. Alternatively, the target device may  
10 be configured to boot into the operating system on its hard disk by default if it  
11 does not receive a response to its PXE request within a default period of time. In  
12 this alternative, PXE service 220 need not send an indication to the target device  
13 to boot into its operating system, but rather let the target device do so by default.

14 The target device then boots into its operating system (act 372), which is  
15 the operating system that has been deployed to the hard disk. The operating  
16 system announces itself to auto-discovery component 214 (act 374).

17 The operating system then receives, and carries out, commands from the  
18 controller to configure the target device as desired by the controller (act 376).  
19 Such commands may include, for example, commands to install additional  
20 programs on the target device, commands to install utilities on the target device  
21 (e.g., install a backup utility), commands to configure the operating system (e.g.,  
22 create user accounts), commands to configure load balancing or applications (e.g.,  
23 commands to have the target device join an existing application group), commands  
24 to have the target device run an executable (e.g., an EXE file), commands to run a  
25 script received by the operating system, and so forth.

1        Thus, it can be seen from Figs. 5a-5f that a robust automated deployment  
2 service allows operating systems to be automatically deployed to computing  
3 devices. This automatic deployment can occur on computing devices that are new  
4 bare systems (e.g., systems with no operating system installed at all), as well as  
5 computing devices that already have operating systems installed. This allows  
6 computing devices to be re-purposed (e.g., the functionality of the device to be  
7 changed, such as from a web server to a workstation), allows operating systems to  
8 be re-installed in the event a computing device is corrupted or suffers a hardware  
9 failure, and so forth.

10        In certain embodiments, when operating systems are being deployed to  
11 multiple target devices at approximately the same time, the acts of Figs. 5a-5f up  
12 to downloading of the image file (e.g., acts 302 – 362) are performed  
13 asynchronously, while the image file is downloaded to multiple target devices in  
14 parallel or concurrently. After the image file is downloaded, the acts of Figs. 5a-  
15 5f can be continued asynchronously for the multiple target devices. Downloading  
16 the image file to multiple target devices in parallel refers to sending the data so  
17 that the same data is received by the multiple target devices. This parallel  
18 downloading may be accomplished by multicasting the data to the multiple target  
19 devices.

20        By performing a portion of the deployment process asynchronously and  
21 another portion of the deployment process in parallel, the efficiency of the use of  
22 the network can be improved. Deploying the operating systems to multiple target  
23 devices involves transferring data from the automated deployment service to the  
24 target devices. Some portions of this data can be transferred asynchronously,  
25 while other portions of this data can be transferred in parallel or concurrently. For

1 example, the amount of data transferred over the network when the image file is  
2 downloaded is typically much larger than the amount of data transferred over the  
3 network at other times (e.g., downloading of the network boot program or the  
4 deployment agent). Thus, the operating systems can be deployed out of lock-step  
5 up until the point where the large data transfer is to occur, at which point the  
6 multiple target devices are in lock-step.

7 Alternatively, the entire process 300 of Figs. 5a-5f may be performed  
8 across multiple computing devices asynchronously and/or in parallel.

9 Numerous specific examples are given in the discussion of Figs. 5a-5f, and  
10 it is to be appreciated that these are merely examples and that modifications to the  
11 process 300 of Figs. 5a-5f can be made. For example, a pre-boot component other  
12 than PXE could be used. By way of another example, a file server protocol other  
13 than TFTP could be used.

14 Additionally, the description of process 300 discusses identifying a source  
15 and a name of an item to be downloaded (e.g., a network boot program, a virtual  
16 floppy, a deployment agent loader, a deployment agent). It is to be appreciated  
17 that this may be multiple distinct identifiers (one identifier for the source and one  
18 identifier for the name), or a single identifier (e.g., a single URL), or the identified  
19 source location may have only one file so that the file name is implicit.  
20 Furthermore, in certain embodiments components of the target device may already  
21 be aware of the source and/or name, so downloading them to the target device is  
22 not necessary. For example, the deployment agent loader may already know the  
23 source for the deployment agent, or the name for the deployment agent may have  
24 been passed to the deployment agent builder service by the deployment agent  
25 loader.



## Task Sequences

A task sequence is a sequence of steps to be performed in order. Each step can be an operation or another sequence. An operation refers to a single process (e.g., initiated by controller 122 of Fig. 2) to be run on one or more devices (e.g., a script or a program). A sequence can be run on one or more devices 102. Controller 122 of Fig. 2 manages the status of each sequence, allowing each step to be completed successfully before moving onto the next step, for a given device 102. Sequences can include any operation that can be performed on a destination server, including specifying whether the destination server is to boot into a virtual floppy, boot into a deployment agent, or boot into the on-disk operating system.

A task sequence definition is stored in a file on controller 122 of Fig. 2. Alternatively, the task sequence definition could be stored in different manners, such as in a database or across multiple files. The definition can be in accordance with any of a variety of protocols, and in certain embodiments is in accordance with a markup language (e.g., Extensible Markup Language (XML)). The task sequence can thus be readily user-defined.

Task sequences can be used to carry out any of a variety of actions on a computing device. In certain embodiments, task sequences are used to carry out the automatic deployment of operating systems on target devices (e.g., process 150 of Fig. 3 or process 300 of Figs. 5a-5f discussed above). Task sequences can also be used to carry out actions other than automatic operating system deployment as well. For example, task sequences can be used to install applications other than operating systems on computing devices (e.g., educational or recreational applications, utility applications, word processing applications, database

1 applications, spreadsheet applications, hot fixes or updates to applications or  
2 operating systems, and so forth), perform maintenance on computing devices,  
3 retrieve and log information from computing devices, and so forth.

4 Fig. 6 is a flowchart illustrating an example process 390 of carrying out a  
5 task sequence. The process of Fig. 6 is performed by controller 122 of Fig. 2, and  
6 may be implemented in software, firmware, hardware, or combinations thereof.

7 Initially, a task sequence to use in managing a device or set of devices is  
8 obtained (act 392). The task sequence itself may be passed to controller 122 as a  
9 parameter, or alternatively an identifier of (e.g., pointer to) the task sequence may  
10 be passed to controller 122 and controller 122 may retrieve it. The particular task  
11 sequence obtained in act 392 can be identified by, for example, a user such as a  
12 system administrator of the automated deployment service 120 of Fig. 2 (e.g.,  
13 selected by the user from a multiple possible task sequences), or alternatively can  
14 be identified by some other component or device or user. The task sequence can  
15 be an XML file, or alternatively any other representation of a series of one or more  
16 steps. The task sequence can be user-defined. Any user (e.g., a system  
17 administrator of the automated deployment service) can optionally be permitted to  
18 define task sequences to be carried out by controller 122.

19 The task sequence is then converted into a job representation that is to be  
20 carried out in managing the device(s) (act 394). The job representation may be,  
21 for example, a job tree, as discussed in more detail below. Alternatively, the job  
22 representation can be any of a variety of other forms. Regardless of its form, the  
23 job representation includes one or more element(s) that correspond to the step(s)  
24 of the task sequence. The elements of the job representation may have a one to  
25 one correspondence to the steps of the task sequence, or alternatively multiple

1 elements may correspond to a single step of the task sequence, or alternatively  
2 multiple steps of the task sequence may correspond to a single element of the job  
3 representation. The element(s) of the job representation are then carried out or  
4 performed in managing the device(s) (act 396).

5 Reference is made herein to performing a job and/or steps on a device(s). It  
6 should be noted that the job is maintained at the automated deployment service,  
7 even when the job is performed on a device(s). However, as part of performing  
8 the job, various commands, instructions, data, and so forth may be passed to the  
9 device(s) on which the job is being performed, and that device(s) may perform any  
10 of a variety of actions based on the received commands, instructions, data, and so  
11 forth.

12 Fig. 7 illustrates an example of task sequences. A task sequence 400 is  
13 shown that includes three steps (step 1, step 2, and step 3). Task sequence 400 is a  
14 file that is maintained by controller 122 of Fig. 2. Task sequence 400 can be  
15 generated in any of a variety of manners (e.g., using any of a variety of commonly  
16 available editors to generate an XML file). Controller 122 is notified of a  
17 particular task sequence to be carried out for a particular device (or set of devices).  
18 This notification can be received from a user (e.g., a system administrator of  
19 automated deployment service 120) or alternatively another device or component.

20 Assuming that controller 122 is given a notification that task sequence 400  
21 is to be carried out on a particular device, controller 122 generates a job tree 402  
22 (also referred to as a job graph) for that particular device and task sequence. The  
23 job tree 402 includes a job node 404 as a parent node of the tree, and a child node  
24 for each step in the task sequence (nodes 406, 408, and 410). The children nodes  
25 are processed in tree-order, so that step 1 is performed before step 2, and step 2 is

1 performed before step 3. The job tree can be implemented in any of a variety of  
2 manners, and in certain embodiments is implemented using an object model as  
3 discussed in more detail below.

4 The task sequence represented by job tree 402 is performed when the  
5 particular device on which the task sequence to be carried out is running on the  
6 network. If the particular device is already coupled to the network and running  
7 when the notification is received, then the steps of the task sequence can be carried  
8 out immediately. This can be determined, for example, by auto-discovery  
9 component 214 of Fig. 4 discussed above. However, if the particular device is not  
10 already coupled to the network and/or currently running when the notification is  
11 received, then the steps of the task sequence are performed when the particular  
12 device is booted on the network.

13 By way of example, job tree 402 may represent an operating system  
14 automatic deployment sequence. In this example, referring to Fig. 3 above, node  
15 406 (step 1) refers to act 154 (configure the hardware of the computing device),  
16 node 408 (step 2) refers to acts 156 and 158 (download the operating system and  
17 re-boot), and node 410 (step 3) refers to act 160 (configure the operating system  
18 for the computing device as desired).

19 Fig. 8 is a flowchart illustrating an example process 420 of carrying out a  
20 task sequence. The process of Fig. 8 is performed by controller 122 of Fig. 2, and  
21 may be implemented in software, firmware, hardware, or combinations thereof.  
22 Fig. 8 is discussed with reference to Figs. 2 and 3.

23 Initially, the process is started (act 422). As discussed above, the process  
24 may be started when notification that the task sequence is to be performed for a  
25 device is received, or when the device is booted on the network. Alternatively, the

1 notification may also include one or more additional conditions or constraints that  
2 are to be satisfied before the steps of the task sequence are to be performed (e.g.,  
3 controller 122 may be notified to wait for some other event to occur, such as some  
4 other task sequence to finish, or wait for a particular time or day to perform the  
5 steps of the task sequence).

6 When the process starts, step 1 of the task sequence is run (act 424). A  
7 check is then made as to whether step 1 was run successfully (act 426). Controller  
8 122 may be informed explicitly that the step was successfully run, or alternatively  
9 implicitly. By way of example, if step 1 is configuring of the hardware of a  
10 computing device, then the component on the computing device that is responsible  
11 for configuring the hardware of the computing device (e.g., a utility program on a  
12 RAM disk of the computing device) can return a result value that serves as an  
13 explicit indication to controller 122 whether the configuration was successful.  
14 Alternatively, if no such result value is returned, the next time the computing  
15 device boots on the network it may notify automated deployment service 120 that  
16 it has booted and inquire as to the next step in the automated deployment process  
17 (e.g., by sending a PXE request discussed above). If controller 122 receives such  
18 a request, it can assume that the hardware configuration has been completed (and  
19 thus have been implicitly informed that the step was successfully completed). If  
20 controller 122 does not receive such a request within a certain period of time (e.g.,  
21 a timeout period), then the step is determined to have not run successfully. The  
22 timeout period may vary for different steps as well as for different target devices.

23 If step 1 is not successfully completed, then the task sequence fails (act  
24 428). If the task sequence fails, a notification of the failure may be recorded or  
25 announced in some manner. For example, the failure may be logged so that a

1 system administrator can see the failure at a later time when reviewing the log, or  
2 an alert may be sent to the system administrator (e.g., an electronic mail (email)  
3 message, a text message to a cellular phone or pager, an automated voice  
4 telephone call, and so forth).

5 If, however, step 1 is successfully completed, then step 2 is run (act 430),  
6 and a check is then made as to whether step 2 was run successfully (act 432). This  
7 check can be performed analogously to act 426 discussed above. If step 2 was not  
8 run successfully, then the task sequence fails (act 428).

9 However, if step 2 is successfully completed, then step 3 is run (act 434),  
10 and a check is made as to whether step 3 was run successfully (act 436). This  
11 check can be performed analogously to act 426 discussed above. If step 3 was not  
12 run successfully, then the task sequence fails (act 428). However, if step 3 was  
13 run successfully, then process 420 completes successfully (act 438).

14 Returning to Fig. 7, task sequence 400 may also be carried out on a set of  
15 devices. Assuming that controller 122 is given a notification that task sequence  
16 400 is to be carried out on a particular set of three devices, controller 122  
17 generates a job tree 450 (also referred to as a job graph) for that particular set of  
18 devices and task sequence. The job tree 450 includes a job node 452 as a parent  
19 node of the tree, and a child node of job node 452 for each device in the set of  
20 devices (nodes 454, 456, and 458). Each of the children nodes 454, 456, and 458  
21 also has a set of children nodes for each step in the task sequence (analogous to  
22 job tree 402). The children nodes for each device are processed in tree-order, so  
23 that step 1 is performed before step 2, and step 2 is performed before step 3.

24 Fig. 9 is a flowchart illustrating an example process 470 of carrying out a  
25 task sequence on a set of devices. The process of Fig. 9 is performed by controller

1 122 of Fig. 2, and may be implemented in software, firmware, hardware, or  
2 combinations thereof. Fig. 9 is discussed with reference to Figs. 2 and 3.

3 Initially, process 470 starts (act 472), analogous to act 422 of Fig. 8.  
4 Process 470 may start when all three target devices are booted on the network  
5 (and/or already running on the network), or alternatively the task sequence for  
6 each device may start when that particular device is booted on the network (and/or  
7 already running on the network).

8 Once started, the three steps are performed for the first target device (act  
9 474), the second target device (act 476), and the third target device (act 478). On  
10 each target device, the steps are performed analogous to the steps discussed in acts  
11 424-436 of Fig. 8 above. The three steps for the target devices can be carried out  
12 concurrently (e.g., the acts 474, 476, and 478 can all be performed at the same  
13 time). However, each act 474, 476, and 478 need not be performing the same step  
14 at the same time (e.g., step 1 may be run for the first target device while step 3 is  
15 being run for the second target device and step 2 is being run for the third target  
16 device). After all three steps are performed (or one of the steps fails) on each of  
17 the three target devices, this task sequence is completed (act 480).

18 Returning to Fig. 7, the job trees can be implemented using a variety of  
19 different data structures. In certain embodiments, a jobs table is used to maintain  
20 the various elements of each job. A field in the jobs table can then be used to  
21 identify a device for which each job in the table is to be performed. The devices  
22 themselves are represented in a devices table, and the appropriate entry in the  
23 device table for the target device is identified in the jobs table. Additionally, a sets  
24 table may be used to identify multiple target devices, and the jobs table can  
25 identify a set in the sets table rather than a device in the devices table.

1 It should be noted that the use of task sequences as described with respect  
2 to Figs. 6-9 above also allow the automated deployment service to maintain a log  
3 or record of what operations have been performed on particular devices. For  
4 example, controller 122 can keep a log of each task sequence performed on each  
5 device (and optionally whether the device was part of a set of devices on which  
6 the task sequence was performed). Controller 122 can further keep a record of  
7 which steps in which sequences failed (if any).

8 Table I illustrates an example general format of a task sequence. The  
9 example of Table I is illustrated using XML, although other protocols or  
10 languages may alternatively be used.

11 Table I

12  
13 `<?xml version="1.0" encoding="utf-8" ?>`  
14 `<sequence command="sample.xml" version="1" description="Sample sequence"`  
15 `xmlns="http://schemas.microsoft.com/ads/2003/sequence">`  
16 `... zero or more <task> elements ...`  
17 `... zero or more <sequence> elements ...`  
18 `</sequence>`

19 Various fields of an example of a sequence element are described below in  
20 Table II. Various fields of an example of a task element are described below in  
21 Table III. It is to be appreciated that the files in Tables II and III are only  
22 examples, and that additional fields may be included or some of the fields listed in  
23 Tables II and III may not be included.  
24  
25



Table II

Field	Description
Command Attribute	Includes a reference to the file to be run. In certain implementations, contains the filename of the XML file.
Parameters Attribute	Includes optional arguments used by the file specified in the Command Attribute.
Description Attribute	Includes comment/remarks text.
Version Attribute	Version of the task sequence file.
xmlns Attribute	The default namespace for child elements.

Table III

Field	Description
Timeout Attribute	Specifies the timeout period for this step.
DoesReboot Attribute	Boolean value indicating whether this step will cause a reboot of the device.
Description Attribute	Includes comment/remarks text.
Command – Delivery Attribute	Specifies the mode in which the command is transferred to the target device. In one implementation is either "none" or "bmcp" (none indicates that the command file path is sent to the target to run, and bmcp indicates that the command file content is sent to the target to run).
Command – Target Attribute	Specifies the target on which the command will be executed. In one implementation is either "device" or "controller".
Parameter	Parameter to be used for this step. Multiple parameters may optionally be included for a single step. Variables (e.g., text between \$ symbols) can optionally be used.

### Object Model

In certain embodiments, various information regarding devices being managed by a controller (e.g., controller 202 of Fig. 4) and task sequences is maintained using an object model. In the example of Fig. 4, these objects are an

1 object model of database 216 that allow retrieval (e.g., by a system administrator  
2 or other user, or alternatively another component or device) of information from  
3 database 216 by way of WMI interface 210. Accessing these objects allows, for  
4 example, task sequences to be performed for particular devices or sets of devices.

5 It is to be appreciated, however, that the various information regarding  
6 devices being managed by a controller and task sequences can be retrieved in  
7 other manners using any of a variety of components other than these objects, and  
8 the information may be stored in a manner other than a relational database. For  
9 example, a database or table of information may be maintained, and one or more  
10 software modules, procedures, and/or functions made available that operate on the  
11 database or table and information contained therein.

12 Fig. 10 illustrates an example object model 500 that can be used in  
13 maintaining information regarding task sequences for devices. The object model  
14 500 includes six types of objects: Devices objects 502, Sets objects 504, Job  
15 Templates objects 506, Jobs objects 508, Job Logs objects 510, and Images  
16 objects 512. Example properties and methods of these objects 502 – 512 are  
17 shown in Tables IV – XVII below.

18 Devices objects 502 represent physical devices in the network environment,  
19 such as computing devices, controllers (or other components of the automated  
20 deployment service), routers, and so forth. In certain embodiments, devices  
21 objects may also support describing the physical and/or logical arrangement of the  
22 devices. Each Devices object 502 may also identify a Jobs object 508  
23 corresponding to a job currently being performed for the device, and/or a Job  
24 Templates object 506 corresponding to a job to be performed for the device.

25

1 A Sets object 504 represents a collection of devices. Each Sets object 504  
2 identifies one or more other Sets objects 504 and/or one or more Devices objects  
3 502. Each set has a unique name, and may contain none, one, or multiple devices  
4 and/or other sets. A given device may be in multiple sets. Sets are represented on  
5 the controller; the devices (including those within a set) typically have no  
6 knowledge of what sets they are in, and are not informed when they are added or  
7 removed from sets.

8 Job Templates objects 506 are job definitions (task sequences) available to  
9 be performed, but that are not currently being performed. Each Job Templates  
10 object 506 may also identify one or more Devices objects 502 and/or one or more  
11 Sets objects 504 on which a task sequence is to be performed in the event the  
12 device(s) and/or sets(s) become available (e.g., are booted on the network). A job  
13 template may be a 'simple' job (such as a script or program to run), or a list of  
14 simple jobs (called a task sequence). Each template has a unique name used to  
15 identify it.

16 Jobs objects 508 are representations of jobs in progress or jobs that have  
17 already completed. The Jobs object 508 stores the basic information, such as the  
18 description, job type, target, command and parameters. Each job is linked to one  
19 or more instances of the Jobs object. Each Jobs object 508 may also identify one  
20 or more Devices objects 502 and/or one or more Sets objects 504 on which a task  
21 sequence is to be performed in the event the device(s) and/or sets(s) become  
22 available (e.g., are booted on the network).

23 Job Logs objects 510 capture the output of jobs. The Job Logs objects 510  
24 provide a record of jobs that have been run. Each Job Log is associated with a  
25 Jobs object 508, and each Jobs object 508 may be associated with multiple Job

1 Logs objects 510. Each Job Logs object 510 identifies the Jobs object 508 that it  
2 is associated with.

3 An Images object 512 represents a captured volume that is available to be  
4 deployed. It might be, for example, an operating system volume captured after  
5 sysprep which can be deployed to multiple servers, an operating system volume  
6 captured without sysprep which can be deployed to a single server, or a data  
7 volume. An images object 512 can be referenced as part of the parameters field of  
8 a Jobs object 508 or a Job Templates object 506.

9 Example properties of the Devices object are shown in Table IV. These  
10 properties illustrated in Table IV are exposed in the WMI interface (e.g., WMI  
11 interface 210 of Fig. 4). In certain embodiments, some properties may not be  
12 exposed in the WMI interface (e.g., the ID property may not be exposed).  
13 Example methods of the Devices object are shown in Table V. These methods  
14 illustrated in Table V are exposed in the WMI interface (e.g., WMI interface 210  
15 of Fig. 4). In certain embodiments, some methods may not be exposed in the  
16 WMI interface.

Table IV (Devices Object Properties)

Property	Format	Description
ID	Integer	Identifier for this device.
Name	String	Name of the target device and/or the IP address of the administrative interface.
Control	Integer	Whether this device is controlled by this controller. If set to TRUE, the controller will respond to PXE requests from this device and can run jobs on this device. True = device is controlled by this controller False = device is not controlled by this controller
State	Integer	State of the connection to the target device. (e.g., 0 = Disconnected (or device is not running agent software); 1 = Connected to pre-OS (e.g., deployment agent or network boot program); 2 = Connected to full OS (e.g., operating system image has been download and is running))
AdminIPAddr	String	Network address (e.g., IP address) of administrative interface of the device (e.g., as supplied by auto-discovery). Used for communication with the device.
CurrentJobID	Big Integer	Job ID of the currently running PXE job.
JobTemplate	String	Job to run when a PXE request comes in from this device, if no PXE job is running.
LastDiscoveryTime	Datetime	Time last discovery packet was received from the device.
ADSService	Integer	Whether this device hosts an ADS service (e.g., 0 = No; 1 = Hosts the controller service; 2 = Hosts the PXE Service; 4 = Hosts the Image Service). If multiple services are hosted on the same device, this value is set to the sum of the numbers above.
Description	String	A description of the device.

Table V (Devices Object Methods)

Method	Description
Manage	Places the device into either a controlled or an uncontrolled state. Includes a ControlFlag input parameter that is the value that specifies how to manage the device.
SetAdminIPAddr	Sets the administration network address (e.g., IP address) for the device. Includes an IPAddr input parameter that is the administration network address for the device.
SetJobTemplate	Sets the default job template for the device. Includes an input parameter that is to be the default job template for the device.
Execute	Executes a command on the device, and then returns the job identifier relating to the parent job. Optionally includes one or more of: a Command input parameter that is the path of the command to be executed, a Parameters input parameter that is the parameter(s) to be passed to the executing command, a Description input parameter that is the description for the executing command which is to be logged, a Delivery input parameter that specifies the mode of delivering the command to the target device (e.g., "none" or "BMCP"), a Timeout input parameter that specifies the period of time that the controller will allow for this command to complete, and a JobWillReboot input parameter that specifies whether the job to be executed will reboot the device.

Example properties of the Sets object are shown in Table VI. Associated with the Sets object is a SetDevice object and a SetChildSet object, examples of which are shown in Tables VII and VIII, respectively. These properties illustrated in Tables VI, VII, and VIII are exposed in the WMI interface (e.g., WMI interface 210 of Fig. 4). In certain embodiments, some properties may not be exposed in the WMI interface (e.g., the ID property may not be exposed).

Each instance of a Sets object represents a single set, and is exposed as the Sets WMI class. Each instance of a SetDevice object represents a device member of a set, and is exposed as the SetToDevice association class. Each instance of a

SetChildSet object represents a set member of a set, and is exposed as the SetToSet association class.

Example methods of the Sets object are shown in Table IX. These methods illustrated in Table IX are exposed in the WMI interface (e.g., WMI interface 210 of Fig. 4). In certain embodiments, some methods may not be exposed in the WMI interface.

Table VI (Sets Object Properties)

Property	Format	Description
ID	Integer	Identifier for this set.
Name	String	Name of the set.
Description	String	Description of the set.

Table VII (SetDevice Object Properties)

Property	Format	Description
SetID	Integer	Identifier of a Sets object.
DeviceID	Integer	Identifier of a Devices object.

Table VIII (SetChildSet Object Properties)

Property	Format	Description
SetID	Integer	Identifier of a Sets object.
ChildSetID	Integer	Identifier of a Sets object.

Table IX (Sets Object Methods)

Method	Description
AddDevice	Adds a device as a member of the set. Includes an input parameter that is the path reference to the device to add as a member of the set.
RemoveDevice	Removes a device from the set. Includes an input parameter that is the path reference to the device to remove from the set.
AddSet	Adds a set as a member of the set. Includes an input parameter that is the path reference to the set to add as a member of the set.
RemoveSet	Removes a set from the set. Includes an input parameter that is the path reference to the set to remove from the set.
Rename	Renames the set name to the name specified. Includes an input parameter that is the new name for the set.
Execute	Runs a job on the devices in the set. If the job started successfully, the method returns the job identifier of the parent job. Optionally includes one or more of: a Command input parameter that is the path of the command to be executed, a Parameters input parameter that specifies the arguments given when the job is started, a Description input parameter that is the description for the executing command which is to be logged, a Delivery input parameter that specifies the mode of delivering the command to the target device (e.g., "none" or "BMCP"), a Timeout input parameter that specifies the period of time that the controller will allow for this command to complete, and a JobWillReboot input parameter that specifies whether the job to be executed will reboot the devices in the set.
ListMember Devices	Retrieves the list of descendent member devices. Since a set can contain nesting of sets, this method will walk through the child member sets and retrieve their member devices and enumerate the list of devices. Includes a Devices output parameter that is the array of the Devices instances that are members of the descendent set members.

Example properties of the Job Templates object are shown in Table X. These properties illustrated in Table X are exposed in the WMI interface (e.g.,



WMI interface 210 of Fig. 4). In certain embodiments, some properties may not be exposed in the WMI interface. Example methods of the Job Templates object are shown in Table XI. These methods illustrated in Table XI are exposed in the WMI interface (e.g., WMI interface 210 of Fig. 4). In certain embodiments, some methods may not be exposed in the WMI interface.

Table X (Job Templates object Properties)

Property	Format	Description
Name	String	Identifier for the JobTemplates object.
TargetType	Integer	Type of the target, such as sets or devices (e.g., 0 = Undefined; 1 = Sets; 2 = Devices; 3 = Controller).
TargetName	String	Name of the target, such as sets or devices, on which the job is to be invoked.
JobWillReboot	Integer (bitfield)	Specifies whether the job will reboot the device(s) on which it runs.
TimeOut	Integer	Specifies the timeout value for the job.
Delivery	Integer	Specifies the mode in which the command is delivered to the target devices (e.g., "none" or "bmcp").
Command	ntext	Command that is to be executed on the target object.
Parameters	ntext	Parameters passed to the job command that is to be executed.
Description	String	Description of the job that was invoked.

Table XI (Job Templates object Methods)

Method	Description
Execute	Runs a job using either template values or the optional in parameters if supplied. If the job started successfully, the method returns the job identifier of the job. Optionally includes one or more of: a TargetType input parameter that is the type of the target on which the command is to be run, a TargetName input parameter that is the name of the target on which the command is to be run, a Command input parameter that is the path of the command to be executed, a Parameters input parameter that is the parameter(s) to be passed to the executing command, a Description input parameter that is the description for the executing command which is to be logged, a Delivery input parameter that specifies the mode of delivering the command to the target device (e.g., "none" or "BMCP"), a Timeout input parameter that specifies the period of time that the controller will allow for this command to complete, and a JobWillReboot input parameter that specifies whether the job to be executed will reboot the device(s) on which it runs.

The Jobs object is described as being separated into two objects, the JobInvocations object and the Jobs object, although alternatively these two objects can be combined into a single object. These two objects may optionally be exposed as the single WMI class Jobs. In certain embodiments, the JobInvocations object is the object that stores the tasks and/or sequences (e.g., of Table I above) to be performed. Example properties of the JobInvocations object are shown in Table XII, and example properties of the Jobs object are shown in Table XIII. These properties illustrated in Table XIII are exposed in the WMI interface (e.g., WMI interface 210 of Fig. 4). In certain embodiments, some properties may not be exposed in the WMI interface. Example methods of the

Jobs object are shown in Table XIV. These methods illustrated in Table XIV are exposed in the WMI interface (e.g., WMI interface 210 of Fig. 4). In certain embodiments, some methods may not be exposed in the WMI interface.

Table XII (JobInvocations Object Properties)

Property	Format	Description
ID	Integer	Used internally by the controller to identify the particular JobInvocations object.
Delivery	Integer	Specifies the mode in which the command is delivered to the target devices.
Command	ntext	The job command that is to be executed on the target object.
Parameters	ntext	Parameters passed to the job command that is to be executed.
Description	String	Description of the job that was invoked.

Table XIII (Jobs Object Properties)

Property	Format	Description
JobID	Big integer	Identifier for the job that has been executed. If the same job executes again, it yields a different identifier.
ParentJobID	Integer	Identifier for the job which originates the job on the targets. For the root job, the identifier will be 0 and for other jobs, the identifier uses the identifier of the root job.
JobInvocationID	Integer	Identifier of a JobInvocation object.
Type	integer	Identifies the type of the job that has been executed. An example bit map is: Bit 1: 0 = leaf node (no children); 1 = non-leaf node Bit 2: 0 = parallel execute children; 1 = serial execute children Bit 3: 0 = command does not do a reboot; 1 = command does a reboot so no completion status should be expected
State	Integer	Indicates the status of the task (e.g., 1 = Created; 2 = Ready to Run; 3 = Running; 4 = Completed-Success; 5 = Completed-Error; 6 = Canceled; 7 = Stopped; 8 = Unable to start; 9 = Failed; 10 = Timed Out)
ExitCode	Integer	The exit code returned from the job. This only has meaning if State is Completed-Success
StartTime	Datetime	Time stamp when task was started.
EndTime	Datetime	Time at which this task was completed.
TimeOut	Integer	Indicates the timeout value for the job.
TargetType	Integer	Type of the target such as set(s) or device(s).
TargetName	Integer	Name of the target such as set(s) or device(s), on which the job is to be invoked.
Username	String	Specifies the user that started the job.

Table XIV (Jobs Object Methods)

Method	Description
Stop	Stops a job that is in progress.
GetOutput	Retrieves the output from the job log and yields the collective result. Includes an OutputType input parameter that is the type of output to be retrieved from the job log (e.g., get the standard output, get the standard error, get all output), a Start input parameter that is the offset of the first character to return, a Length input parameter that is the number of characters to return, and an Output parameter that is the output retrieved from the job log.
GetOutputSize	Returns the number of characters in the output of the given type. Includes an OutputType input parameter that is the type of output to be retrieved from the job log (e.g., get the standard output, get the standard error, get all output), and an Output parameter that is the total number of characters in the output of the type specified by the OutputType parameter.
StartSequence	Starts the sequence at the step with the given Job ID. This is only valid on a jobs object that represents a sequence that failed executing on a single target or is yet to be run. Includes a StepJobID input parameter that is the job node from which the sequence is to be executed.
ClearJobHistory	Deletes a job that is started before StartedBefore and started after StartedAfter timestamp and returns the number of jobs deleted. If any one of the input parameter is omitted, the job history is cleared based on the input parameters provided. Includes a StartedAfter input parameter which is the time after which the job started, and a StartedBefore input parameter which is the time before which the job started.
ArchiveJob	Archives a job as a data stream (e.g., an XML data stream). This method works only on the root job instances. It retrieves the root job and its child jobs and their data is transformed into a data stream as output.
ValidateSequence	Validates the input sequence xml file with the optional xslt file against the sequence xml schema. This helper method will be useful in checking the input xml before executing sequence. Includes a SequencePath input parameter that is the path of the task sequence to be run, a StylesheetPath input parameter that specifies the path of the style sheet that transforms the multiple sequence modules into single sequence, and a Description output parameter that specifies the error description if the sequence validation fails.

Example properties of the Job Logs object are shown in Table XV. These properties illustrated in Table XV are exposed in the WMI interface (e.g., WMI interface 210 of Fig. 4). In certain embodiments, some properties may not be exposed in the WMI interface.

Table XV (Job Logs Properties)

Property	Format	Description
JobID	Integer	Identifier for the job that has been executed.
Sequence	Integer	Sequence of the output from the job that was executed on the device under consideration.
LogTime	Datetime	Time at which the controller device received output.
OutputType	Integer	Specifies the type of output in this instance of JobLogs (e.g., standard output or standard error).
OutputData	ntext	Output from the job on the device. The sequence property can be used to recreate the output from this job on this device in correct order.

Example properties of the Images object are shown in Table XVI. These properties illustrated in Table XVI are exposed in the WMI interface (e.g., WMI interface 210 of Fig. 4). In certain embodiments, some properties may not be exposed in the WMI interface. Example methods of the Images object are shown in Table XVII. These methods illustrated in Table XVII are exposed in the WMI interface (e.g., WMI interface 210 of Fig. 4). In certain embodiments, some methods may not be exposed in the WMI interface.

Table XVI (Images Properties)

Property	Format	Description
GUID	String	Identifier of the image.
Name	String	Friendly name (identifier) of the image.
Description	String	Description of the image.

Table XVII (Images Methods)

Method	Description
Add	Adds the image specified by the SourcePath to the repository of Image Server, reads the system properties of the image being added, and creates the related ImageVariables object with the properties as name-value pair. Includes a Name input parameter that is the friendly name that identifies the image being added to the image repository, a SourcePath input parameter that is the path of the source that is to be copied to the image repository, and a Description input parameter that is the description of the image to be added to the image repository.
Retrieve	Retrieves the image specified from the image repository and places the retrieved image on the destination specified by the DestinationPath parameter. Includes a DestinationPath input parameter that is the path where the image is to be copied to.
Rename	Renames the image name to the name specified. Includes an ImageName input parameter that provides the new name for the image.

### **Example Implementation of Object Model**

This section describes an example implementation of an object model that can be used with the automated deployment service and task sequences described herein. The object model described in this section makes reference to data centers, although the object model is also applicable to other network environments. It is to be appreciated that the example object model described in this section is only an example of objects that can be used with the automated deployment service and task sequences described herein, and that various modifications can be made to the example description in this section.



## 1 Error Checking

In general, methods do not return a value. The caller can determine whether a method (or other WMI operation) failed using a language-specific method.

In VBScript and Visual Basic, this is done by checking the value of the Err object. In Jscript (version 5.0 and higher) it is done by wrapping the call in a try...catch clause then looking at the exception object.

An example of checking for an error in VBS and displaying both the error number and message is given below:

```
If Err Then
  If Err.Description <> "" Then
    WScript.Echo "Error: " & Err.Description & "(" & hex(Err.Number) & ")"
  Else
    Set objWbemErr = CreateObject("WbemScripting.SWbemErrorObject")
    WScript.Echo "Error: " & objWbemErr.Description & "(" & _
      hex(objWbemErr.StatusCode) & ")"
  End If
End If
```

In general, any WMI operation (such as getting an instance of an object, or executing a method) can return one of three types of errors:

- Native COM errors
- Native WMI errors
- ADS-specific errors

Native COM and native WMI errors are returned as an error number and error description in the native language error object. In VBS, this is Err. The error number is returned in Err.Number and the description in Err.Description.

MDM-specific errors are returned by setting the Err.Number field to a non-zero value (the values that this can be set to are described below), and Err.Description to an empty string. If the results of a WMI operation are a non-zero Err.Number and an empty Err.Description, the error is an MDM-specific error. The caller can instantiate the WMI object WbemScripting.SWbemLastError to get the error description (in the Description property of this object).

### 1.1 NATIVE COM AND NATIVE WMI ERRORS

Native WMI error codes are defined in the WMI SDK. The errors that can be returned for each WMI operation are listed in the SDK.

Native COM errors that can be returned by MDM WMI operations are:

- E\_FAIL
- E\_UNEXPECTED
- E\_NOINTERFACE

- E\_INVALIDARG
- E\_OUTOFMEMORY

All indicate internal problems processing the operation.

## 1.2 ADS-SPECIFIC ERRORS

The ADS-specific errors that can be returned by each WMI operation are listed in the WMI Object reference section of this example object model for each class and method.

The Error Status Code column above gives the value of the Err.Number property is set to after the WMI operation returns. The value of the WbemScripting.SWbemLastError StatusCode field will be set to the last four digits of the same value. For example, say a WMI operation caused a SAC\_E\_DatabaseOpenError to occur, then the following code:

```
If Err Then
    WScript.Echo "Err.Number= " & hex(Err.Number)
    If Err.Description <> "" Then
        Set objWbemErr = CreateObject("WbemScripting.SWbemErrorObject")
        WScript.Echo "SWbemLastError.StatusCode=" & hex(objWbemErr.StatusCode)
    End If
End If
```

Would output

```
Err.Number=80040801
SWbemLastError.StatusCode=801
```

### 1.2.1 ADS-Specific Error Reference

The table below lists all the ADS-specific errors that can be returned by WMI operations. The description field contains the text that can be stored in the WMI LastError object's Description property after the error has occurred.



Error Status Code	Error Symbolic Name	Description
80040801	MDM_E_DatabaseOpenError	Failed to open database.
80040802	MDM_E_DatabaseSessionOpenError	Failed to create database session.
80040803	MDM_E_SqlQueryError	Failed to execute a SQL query.
80040804	MDM_E_SqlCommandError	Failed to execute a SQL command.
80040805	MDM_E_StringEmpty	One or more string arguments are empty.
80040806	MDM_E_StringTooLong	One or more string arguments are too long.
80040807	MDM_E_InvalidType	The Delivery or TargetType parameter of the job is not valid, or this type of job cannot be started.
80040808	MDM_E_InvalidCommand	Invalid command (syntax or namespace), or delivery type is invalid.
80040809	MDM_E_InvalidTypeForBinary	The specified delivery type does not support binary

		files.
8004080A	MDM_E_JobTemplateNotExists	The job template does not exist.
8004080B	MDM_E_JobTemplateAlreadyExists	The job template already exists.
8004080C	MDM_E_SetAlreadyInSet	The set is already a member of the set.
8004080D	MDM_E_SetNotInSet	The set is not a member of the set.
8004080E	MDM_E_SetDeadCircle	The set cannot be added because it creates a circular reference.
8004080F	MDM_E_DeviceAlreadyInSet	The device is already a member of the specified set.
80040810	MDM_E_DeviceNotInSet	The device is not a member of the specified set.
80040811	MDM_E_CannotRemoveControlledDevice	The device is controlled and cannot be removed.
80040813	MDM_E_DeviceNotControlled	The device is not currently controlled.
80040817	MDM_E_JobNotFound	The job does not exist.
80040818	MDM_E_JobAlreadyStopped	The job is already stopped.
80040819	MDM_E_FileNotExists	The file could not be found.
8004081A	MDM_E_FileOpenError	The file could not be opened.
8004081B	MDM_E_FileReadError	Cannot read file.
8004081C	MDM_E_TimerError	The ADS Controller service encountered an error with the system timer. Either free resources or reboot.
8004081E	MDM_E_CreateBmcpMessageError	The BMCP message could not be created.
8004081F	MDM_E_BadXmlMessage	The ADS Controller received an invalid message from the device.
80040820	MDM_E_BadBmcpMessage	The ADS Controller received an invalid BMCP message from the device.
80040822	MDM_E_SaagentResponseVersionError	The device could not perform the operation because of a protocol version mismatch.
80040823	MDM_E_AgentUnavailable	The device could not perform the operation because the resource was unavailable on the device.
80040824	MDM_E_BmonitorResponseFail	The device or service could not perform the requested operation.
80040825	MDM_E_LoadCertificateError	The ADS Controller could not load the ADS root and controller certificate from the certificate store.
80040830	MDM_E_DeviceCountOverLimit	The newly discovered device can't be added to the database, because the database already contains the maximum number of devices.
80040831	MDM_E_JobUnableToStart	The job cannot be started.
80040832	MDM_E_ParentJobNotExists	The parent job ID does not exist.
80040834	MDM_E_IsNotRootJob	You need to specify the root job ID to perform the operation.
80040835	MDM_E_JobNotExist	The job ID does not exist.
80040836	MDM_E_SprocError	Failed to create the job because of an error with a stored procedure.
80040838	MDM_E_MessageCountOverLimit	There are too many incoming messages to begin a new job. Please wait until one or more jobs have completed and try again.
80040839	MDM_E_VariableNotExists	The variable could not be found. Use \$\$ to escape the \$ character where a variable is not intended.
8004083A	MDM_E_VariableAlreadyExists	This variable already exists.
8004083B	MDM_E_DeviceNotExists	The device does not exist.
8004083C	MDM_E_DeviceAlreadyExists	The device already exists.
8004083D	MDM_E_SetNotExists	The set does not exist.
8004083E	MDM_E_SetAlreadyExists	The set already exists.
8004083F	MDM_E_JobNotExists	The job does not exist.
80040840	MDM_E_ServiceNotExists	The service does not exist.

80040841	MDM_E_ServiceAlreadyExists	The service already exists.
80040842	MDM_E_DeviceHWAddrAlreadyExists	The device hardware address already exists.
80040843	MDM_E_DeviceHWAddrNotExists	The device hardware address does not exist.
80040847	MDM_E_TaskSequenceRunning	The job cannot be started because a task sequence is already running.
80040849	MDM_E_ImageNotExists	The image does not exist.
80040850	MDM_E_SequenceXmlLoadFailed	Failed to load the task sequence XML document.
80040851	MDM_E_SequenceXsltLoadFailed	Failed to load the task sequence style sheet (XSLT) document.
80040852	MDM_E_SchemaValidationFailed	The task sequence document could not be validated with the schema.
80040853	MDM_E_PxeJobNotExists	No PXE action has been specified for this device. The ADS controller is unable to respond to the PXE boot request.
80040855	MDM_E_StopJobWarning	The ADS controller could not stop the job on the device, but changed the job state to "stopped by user" in database.
80040856	MDM_E_ImageAlreadyExists	The image already exists.
80040857	MDM_E_SystemVarNotCreatable	Cannot create or delete system variables.
80040858	MDM_E_ImgServerShareNotExists	The image server share name does not exist.
80040859	MDM_E_SetEmpty	The set contains no member devices.
80040860	MDM_E_SystemVarNotUpdatable	Cannot edit a read-only system variable.
80040861	MDM_E_InputValidationFailed	Failed to validate the command syntax in the task sequence XML document.
80040862	MDM_E_InvalidParameter	The parameter is empty or uses invalid data.
80040863	MDM_E_ExcessiveParameter	The parameter size exceeds the maximum allowable size.
80040865	MDM_E_JobStoppedByUser	The job is stopped by user.
80040866	MDM_E_JobTimeout	The job timed out.
80040867	MDM_E_JobFailsByTargetReboot	The job failed to run because the device was rebooted.
80040868	MDM_E_InvalidServiceType	The service type is invalid.
80040869	MDM_E_JobRunningOnDevice	Cannot perform this operation while a job is running on this device.
80040870	MDM_E_VariableTooLong	The variable name is too long.
80040871	MDM_E_VariableValidationFailed	The variable name cannot be validated.
80040872	MDM_E_ControllerNotReady	The ADS controller is not ready to run the job.
80040873	MDM_E_FileXferStartFail	The file transfer failed to start.
80040874	MDM_E_XMLVersionIncorrect	The XML version is incorrect.
80040875	MDM_E_CryptVariableValue	Could not encrypt or decrypt the variable value.
80040876	MDM_E_CryptInit	Failed to initialize the encryption object.
80040877	MDM_E_InvalidString	One or more string value contains illegal or reserved characters.
80040878	MDM_E_StartDiscovery	Failed to start discovery.
80040879	MDM_E_TemplateNameEmpty	The name property of job template is empty.
80040880	MDM_E_JobLogNotExists	The job log does not exist.
80040881	MDM_E_NoExitStatus	No exit status is available.
80040882	MDM_E_InvalidOutputType	The output type is not valid.
80040883	MDM_E_CannotAddEncryptedImage	Cannot add an encrypted image.
80040885	MDM_E_NoBmcpConnection	Device or service connection does not exist.
80040886	MDM_E_NotPreOSMode	The operation cannot be completed. The device is not in the Deployment Agent mode.
80040887	MDM_E_FileXferUsage	A description of the syntax of the bmfiler.exe command that is used to copy a file from the Controller to a controlled device.

80040888	MDM_E_SaagentUnavailable	The ADS Administration Agent service was unavailable.
80040889	MDM_E_PxescvUnavailable	The ADS PXE Network Boot service is unavailable.
80040890	MDM_E_ImgsvclUnavailable	The ADS Image Distribution service was unavailable.
80040891	MDM_E_CannotRemoveDeviceServiceOn	Cannot remove a device that is associated with an ADS service. You must first remove the ADS service from the device.
80040892	MDM_E_XML_TransformationFailed	XML Transformation failed.
80040893	MDM_E_NoCertInstalled	Failed to connect to the remote computer because of certificate issues. Also check the date on the target computer.
80040894	MDM_E_InvalidTimeout	The job timeout value is out of range. Please specify a timeout value from 0 - 0x7FFFFFFF.
80040895	MDM_E_InvalidHWAddrType	Hardware address type is invalid.
80040896	MDM_E_ThreadpoolInit	Failed to initialize the thread pool.
80040897	MDM_E_UndefinedVariable	ADS Controller did not recognize the variable.
80040898	MDM_E_DefJobMustBeginWithPXE	Default job template must always begin with a PXE task.
80040899	MDM_E_RequiresWin32Agent	This task uses the Win32 Agent.
8004089A	MDM_E_SDInitializationFailed	Failed to initialize the default Security Descriptors.
8004089B	MDM_E_TargetNotExists	The target does not exist.
8004089C	MDM_E_DBSchemaVersionMismatch	ADS Controller service does not support the installed database schema.
8004089D	MDM_E_JobTemplateFileIsNotSecure	The ADS controller is unable to create or modify the job template because the job template references a file that can be edited by users who are not members of the administrators group. Modify the file access permission so that users that are not members of the administrators group have only Read or Read & Execute permissions. In addition, the file's owner must be a member of the administrators group on the controller.
8004089E	MDM_E_ImgOperationFailed	Unable to complete the operation. Try running the tool from the controller or using an image path local to the controller.
8004089F	MDM_E_NoAdsInstalled	No connection could be made because the ADS agent is not available on the target machine.
800408A0	MDM_E_ServiceNameCollision	Cannot add the device because this device name conflicts with an existing running ADS service.
80040609	MDM_E_AGENT_STARTJOB_BADEXE	The requested program is not a valid Win32 Application.

## 2 Identifier Definitions

### 2.1 SETS

Each set is uniquely identified by its name. It is stored in Sets.Name property. It can be up to 255 Unicode characters. All characters are valid, but non-printable characters are not recommended. Names are case-insensitive, but case is preserved. It should be unique across all set names.

## 2.2 DEVICES

Devices are identified by a combination of properties:

- The device name, which is the FQDN of the OS currently running on the target server. For a device booted with PXE, the device name is blank. For a device booting into the deployment agent, the hostname is different from the hostname on the target OS.
- Zero or more MAC addresses. MAC addresses are guaranteed to be globally unique.
- The IP address of the administration interface.

### 2.2.1 Device Names

The above properties are used in combination to uniquely identify the device. Additionally, the device name (its FQDN) is used to communicate with the agent running on the device. Note that this means that the controller cannot communicate directly with device records created from a PXE boot request (since the device name will be blank). This is fine, since there is no agent on the device at this point. It is stored in `Devices.Name` property. It can be up to 253 Unicode characters. All characters, but non-printable characters are not recommended. Names are case-insensitive, but case is preserved. It should be unique across all device names.

Note: device name and set name should have the same number of characters because they are stored in a single field in the Jobs object.

Each device may have a device name associated with it. The name may be blank if it is not known, or a proper fully-qualified domain name (FQDN). In some situations (such as an OS configured without a domain), the FQDN may be a simple hostname. If the stored value is a FQDN, the administrator should ensure that both of the criteria below are true:

- The FQDN is unique across all devices stored on the controller
- The FQDN can be resolved to an IP address that the controller can route to on the device. Typically this is done by using dynamic DNS (DDNS) so that the FQDN and IP of the device is automatically registered on a DNS server, but the administrator could manually manage a DNS server or even the hosts file on the controller.

If the FQDN is not unique, there will be problems identifying device records by name on the controller (although most command line tools will allow for identification using GUID or MAC if necessary, but the Web UI typically uses the name).

### 2.2.2 Device GUID

Each device may have an SMBIOS GUID associated with it. The GUID may be blank if it is not known, or zero, or a proper GUID. Even if a proper GUID is stored it is not guaranteed to be unique across all devices stored on the controller.

This is stored as a 16 character string, representing the value as a hex number.

### **2.2.3 Device MAC Address**

Each device may have zero or more MAC addresses associated with it. Each MAC address consists of twelve hexadecimal digits. No separators are stored with the MAC address. Each MAC address is unique across all other MAC addresses stored on the controller.

One of the MAC addresses is the address of the administrative NIC.

### **2.2.4 Description**

The descriptions associated with a device can be up to 255 Unicode characters. Any Unicode characters are valid, but non-printable characters are not recommended.

## **2.3 DEVICE VARIABLES**

Device variables allow arbitrary data to be stored and associated with a particular device.

### **2.3.1 Namespace**

Every device variable is stored in a namespace, which provides a logical grouping of variables. The namespace is up to 50 Unicode characters. All characters are valid, but non-printable characters are not recommended. Names are case-insensitive, but case is preserved. The namespace "system" is reserved for later use by the system. Any other namespace may be used.

### **2.3.2 Name**

The device variable name uniquely identifies a state variable within a given namespace for a particular device. It can be up to 50 Unicode characters. All characters are valid, but non-printable characters are not recommended. Names are case-insensitive, but case is preserved. The name should be unique for a particular device.

### **2.3.3 Value**

The device state variable value can be up to 255 Unicode characters. All characters are valid, but non-printable characters are not recommended. Values are case-sensitive, and case is preserved.

## **2.4 JOB TEMPLATES**

### **2.4.1 Name**

Each job template is uniquely identified by its name. It is stored in the JobTemplates.Name property. It can be up to 50 Unicode characters. All characters are valid, but non-printable characters are not recommended. Names are case-insensitive, but case is preserved.

### **2.4.2 Description**

The descriptions associated with a job template can be up to 255 Unicode characters. Any Unicode characters are valid, but non-printable characters are not recommended.

## 2.5 JOB IDS

The job id is used to uniquely identify jobs in progress or jobs completed.. It is stored in the Job.ID property. It is an integer greater than zero. It is always allocated by the system.

## 2.6 IMAGES

### 2.6.1 Image Name

Every image is uniquely identified by a name. This is stored in the Images.Name property. It can be up to 50 Unicode characters. All characters are valid, but non-printable characters are not recommended. Names are case-insensitive, but case is preserved.

### 2.6.2 Image Description

The descriptions associated with a device can be up to 255 Unicode characters. Any Unicode characters are valid, but non-printable characters are not recommended.

### 2.6.3 Image Variables

Every image may be associated with none or more image variables, stored in the ImageVariables table. The definitions for Namespace, Name and Value are the same as for Device Variables (see section 2.3).

## 3 Object Model Overview

The object model consists of five main areas:

- Devices
- Sets
- Job Templates (jobs definitions that are available to run)
- Jobs (jobs currently running and jobs completed)
- Images

### 3.1 DEVICES

Device objects represent physical devices within the data center. In this version, only computer systems can be represented as devices on the controller. Alternate versions may support other types of devices such as routers, as well as the physical or logical arrangement of the devices.

Devices are the individual servers (called 'target servers') in the data center that may be managed by the controller. In addition, ADS infrastructure servers (such as servers running the image store service and network boot service) are represented as devices.



Devices are identified by their name, administration IP and MAC address or administrative IP address. The controller uses the AdminIPAddr property to communicate with the device.

Device information is stored in several objects. The WMI Devices class and database Devices table stores the basic information, including the name and administrative IP address. The Asset Tag, GUID and MAC addresses are stored in DeviceHWAddr class and table, which are linked to the Devices object. In the future other hardware information (such as disk drive signatures) may be stored in instances of this object. Additional IP information may be stored in the DevicesHWIPAddr class and table.

Infrastructure servers are represented as Devices objects which are linked to Servers objects representing their function. A single device may have multiple infrastructure roles, so a single Devices object may be associated with multiple Servers objects.

The controller should support up to 10,000 devices.

Each device record can also be associated with any number of "state variables". Certain state variables are managed by the controller itself; apart from these reserved variables, the user may create, modify or delete any additional state variables as required.

### **3.1.1 WMI Classes**

- Devices
- DeviceHWAddr

In WMI, Devices objects are keyed by their unique name.

### **3.1.2 Database Tables**

- Devices
- DeviceHWAddr

In the database, devices are keyed by an automatically assigned unique integer identifier.

## **3.2 SETS**

A set represents a collection of devices. Each set has a unique name, and may contain none, one or more devices or other sets. A given device may be in multiple sets. Sets are represented on the controller only; the devices have no knowledge of what sets they are in, and are not informed when they are added or removed from sets.

Sets are implemented in the object Sets.

A set can contain no members, or any number of devices or other sets.

Sets should support up to 10,000 computers in the data center. In the most segmented arrangement, each computer might be used by a different customer, so up to 10,000 sets will be required for this arrangement. Since multiple arrangements may be used at the same time, the total number of sets supported should exceed this number. However other sets are unlikely to regard every computer as being in a unique group (since it would be

redundant with the per-customer arrangement just described). So a reasonable limit for the total number of sets is 20,000.

Each group can contain any number of computers, from none to the total number of members in the data center (that is, a maximum of 10,000 computers). However it is not necessary to support having this number of members in every group when the maximum number of sets is in use.

Each target server can be in zero or more sets.

There may be some sets that are created and managed by the system. Examples are a set of all devices, or a set of just newly discovery (added) devices.

### **3.2.1 WMI Classes**

- Sets

### **3.2.2 Database Tables**

- Sets
- SetDevice
- SetChildSet

The SetDevice and SetChildSet tables represent device and set members of a set, respectively.

## **3.3 JOB TEMPLATES**

Job templates are job definitions available to be run. A job template may be a 'simple' job (such as a script or program to run), or a list of simple jobs (called a 'task sequence'). Every template has a unique name used to identify it.

Job templates are stored in the JobTemplates object.. The properties of a job template can be edited by the user.

Each job template is identified by a name, which can be up to 255 Unicode characters. Any valid Unicode characters (including spaces and punctuation) may be used in the name. Additionally, each template can have a description of up to 255 Unicode characters.

The description may contain a link to further information.

The job is defined with a job type, which is either "task sequence" or one of the available operation types, and a command and (if applicable) parameters. If the type is "task sequence" then the command is the path to the task sequence definition file, and the parameters is a path to the parameter value definition file. If the type is an operation type, the contents of command and parameter values depends on the operation type.

The controller should support up to 1,000 job templates.

### **3.3.1 WMI Class s**

- JobTemplates

### 3.3.2 Databases Tables

- JobTemplates

## 3.4 JOBS

Jobs are representations of jobs in progress or jobs that have already completed. The Jobs object stores the basic information, such as the description, job type, target, command and parameters. Each job is linked to one or more instances of the Jobs object.

The Jobs instances that correspond to the status of a job on an individual device do not store the actual output of the job. That is stored in one or more instances of the JobLogs object. Each instance of JobLogs stores part of the output of the job. The full output can be reconstructed by using the sequence property of this object to put the partial outputs into order. JobLogs store two types of output: the standard error output and the standard output. The JobLogs instances are created as the output from the job comes into the controller. It is possible for there to be no JobLogs associated with a given (child) Jobs record because either the job did not start on the device (in which case the Jobs record contains an error indication), or no output or exit status has yet been received from the device.

Jobs in progress and jobs that have completed are stored as a hierarchy of Jobs objects within the object model.

Jobs can be started in one of three ways:

- Invoking an operation using an "Execute" method on either an individual device object or a set
- Starting an existing Job Template (which causes either an operation or a task sequence to be invoked) [this might be supported only by the initiating process reading the job template attributes and then invoking an Execute method]
- Invoking a task sequence on a device or a set of devices

When a job is started, a "parent" Jobs object is created.

### 3.4.1 WMI Classes

- Jobs
- JobLogs

### 3.4.2 Database Tables

- Jobs
- JobInvocations
- JobLogs

The JobInvocations table abstracts some of the information that would otherwise be stored in the Jobs table, to reduce the amount of repeated redundant information.

## 3.5 IMAGES

An image represents a captured volume that is available to be deployed. It might be an OS volume captured after sysprep which can be deployed to multiple servers, an OS volume captured without sysprep which can be deployed to a single server, or a data volume.

Each image is represented by an Images object on the controller. This contains a reference to the image file itself, which is stored on the image server. Images are only ever accessed through the WMI layer – the user does not have direct access to the images store on the image server. Images can be added, accessed and removed through the WMI layer.

Each image is identified by a name. Each image is also identified by a unique GUID, which is part of the image format used. The controller uses the GUID to identify the correct image file on the image server. GUIDs are not exposed to the user via the object model.

The system can store and manage up to 100 images.

Each image can be associated with image variables, which are a set of name-value pairs. The system creates a number of pre-defined variables based on the image contents. The user can add additional variables.

Each image can be associated with up to 1,000 variables.

### 3.5.1 WMI Classes

- Images
- ImageProperties

### 3.5.2 Database Tables

- Images
- ImageProperties

## 3.6 ADS SERVICES

Configuration information for each ADS service (Controller, NBS and Image Distribution Service) can be stored on the controller in 'service variables'. Each service variable is associated with a particular service on a particular device.

Each service is identified by the name of the device on which it runs and the service type.

The system can store and manage up to 5 services.

Each service can be associated with service variables, which are a set of name-value pairs. The system creates a number of pre-defined variables based on the type of service. The user can add modify the values of certain variables, but cannot create or delete variables.

Each service can be associated with up to 50 variables.

### 3.6.1 WMI Classes

- Services
- ServiceVariables

### 3.6.2 Database Tables

- Services
- ServiceVariables

## 3.7 SCRIPT EXAMPLES

### 3.7.1 Example 1

List all devices that the controller knows about, stating for each one whether it is controlled or not:

```
Dim Service
Dim DeviceEnum
Dim Device

Set Service = GetObject("WinMgmts:root\microsoftADS")

' Get all devices
Set DeviceEnum = Service.ExecQuery("Select * from Devices where ADSService = 0")

' Iterate through the record set and output the result
For Each Device In DeviceEnum
    Dim str
    If Device.Control = 1 Then
        str = " is controlled" & vbCrLf
    Else
        str = " is not controlled" & vbCrLf
    End
    WScript.Echo "Name: " & Device.Name & str
Next
```

This displays output like this:

```
server1 is controlled
server2 is controlled
webserv3 is not controlled
```

The WMI query on line 8 can be updated to perform more powerful selections. For example, to get just the devices that are controlled:

```
Set DeviceEnum = Service.ExecQuery("Select * from Devices where ADSService = 0 and Control = 1")
```

### 3.7.2 Example 2

Take control of a named device:

```

Dim Service
Dim DeviceInstance
Set Service = GetObject("WinMgmts:root\microsoftADS")

'Get an instance of the "websrv1" specific device object
Set DeviceInstance = Service.Get( Devices.Name="websrv1" )

'Start managing this device
DeviceInstance.Manage(TRUE)

```

### 3.7.3 Example 3

Run a job, wait for it to complete, and display the results. This makes use of the following command script:

```
WScript.Echo "Hello World"
```

Here is the control script which runs the above command script on a set of devices:

```

Dim Service
Dim SetInstance
Dim JobID
Set Service = GetObject("WinMgmts:root\microsoftADS")

' Get an instance of this specific Sets object
Set SetInstance = Service.Get( Sets.Name="SetOfWebServers")

'Execute the Job on the set
JobID = SetInstance.Execute("Hello World", "c:\HelloWorld.vbs", , "HelloWorld")

' Wait for it to complete (should really check it is complete)
WScript.Sleep(5000)

Dim LogInstances
Dim LogInstance

' Retrieve a record set of logs
Set LogInstances = Service.ExecQuery( "Select * from Jobs where ParentJobID = " & JobID )

'Iterate through the record set and output the result
For Each LogInstance In LogInstances
    WScript.Echo "Device: " LogInstances.DeviceName & " " & _
        LogInstance.GetOutput(3)
Next

```

This displays output like:

```

Device server1 Hello World!
Device server2 Hello World!

```

## 4 General Rules

### 4.1 CORRESPONDENCE BETWEEN DATABASE AND WMI

The data accessed through the object model is stored in a local or remote database. In most cases, classes available in WMI are stored as tables in the database, and properties

in WMI are stored as fields in a table. The following table shows the terminology used for the WMI layer and the corresponding terminology for the database:

WMI terminology	Database implementation
WMI class name	Database table name
WMI property	Table field
WMI method	Either implemented with the WMI method, or in a DLL that is called from the WMI provider
WMI association	Database foreign key
WMI instance	Table record
WMI spawn instance (creating a new instance)	None
WMI put instance (updating a new or existing instance)	Writing table record

However there are cases where a WMI property is not stored in the database, and where database tables are not directly exposed through WMI. Where relevant, these differences are noted as implementation notes in this example object model.

## 4.2 DATABASE

In general, interactions with the controller should be made through the WMI layer. This includes tools and scripts provided with the controller. The user may directly access the database to perform the following operations:

- Moving from MSDE to SQL, or between SQL instances (local or remote)
- Backing-up and restoring database contents
- Using SQL client tools to optimize or customize database parameters

The database should be SQL 2000 compatible.

### 4.2.1 Database Location and Instance Name

The database may be located on the same system as the controller service, or it might be remote. The database location and instance name is specified in the registry.

## 4.3 WMI

WMI provides the programmatic interface to the controller. It is a layer on top of the database. In general, most requests to WMI will cause an operation to be performed on the database. For example, if an instance is requested, the property values for that instance will be obtained from the database. At a later point, if the instance is updated within WMI, the updated property values are written back to the database.

### 4.3.1 Namespace

The namespace for the WMI provider is root\MicrosoftADS.

### 4.3.2 Instance Creation

WMI objects are created using the SpawnInstance method (IWbemClassObject::SpawnInstance from COM, or SWbmeObject.SpawnInstance from script).

Instances may be created for all classes apart from the singleton Controller class.

SpawnInstance may return any of the WMI error codes as defined in the WMI SDK.

After being created, parameter values are typically added. These are then verified when the instance is updated.

### 4.3.3 Updating Instance

An instance is updated using the PutInstance method (Put\_ from script). This typically occurs in two situations

- First, after creating a new instance of a class (using SpawnInstance/SpawnInstance\_), to actually create it in the repository
- Second, after getting an existing instance and updating one or more property values.

In either case, the values of the parameters are validated. Typically, the validation occurs when the object's record is attempted to be written to the database. The rules for validating values are given for each of the properties in each object definition, in section 5. This section also described which properties are required to be present in the instance.

If the PutInstance/Put\_ method fails because a property has an invalid value (or is blank or NULL when that is not allowed), then the method should return one of the WMI error codes described in the WMI SDK. In most cases, the appropriate error code will be WBEM\_E\_INVALID\_PARAMETER (WbemErrInvalidParameter from script), or if a property was NULL that cannot be NULL, WBEM\_E\_ILLEGAL\_NULL (WbemErrIllegalNull).

### 4.3.4 Methods

All methods described in this example object model are synchronous from the WMI perspective (although they may be asynchronous in their implementation in the controller).

Some methods are implemented entirely in the WMI provider. Other methods are implemented by the WMI provider calling a DLL that then operates on the database.

### 4.3.5 Errors

Any WMI method (including standard methods such as PutInstance) that fails should ensure that a SWbemLastError object is available for scripts to determine the details of the failure.



## 5 Object Definitions

This section contains definitions for each of the objects in the model. Each object may contain properties and methods, and have associations with other objects.

In this version, all objects, properties, methods and associations are exposed through WMI. Additional "association" classes are used to implement associations – these are documented in section 6.

Each object definition starts with a summary, then a definition in this format:

Class name	Object name: this is the class name in WMI class name and (generally) table name in the database.
Derived from	WMI class name that this class is derived from (this is not used by the database)
Description	Description text of this class, as stored in WMI (this is not used by the database)

The conditions under which the class can be created and deleted are described next. Then information about the other classes to which this class is associated.

Then each property of the class is listed, in this format:

Property name	Name of the property in both WMI and the database
Description	Description text of the property, as stored in WMI (this is not used by the database)
Type	CIM type of the property (the database uses an equivalent type)
Access	Whether the property can be read, written to or both
Key	Whether this property is a key value. Multiple properties can be a key.
Values	Description of value of the property, such as maximum length of a string property or meaning of the numbers of an integer property.

Finally, each method is described:

Description	Description of the method, as stored in WMI (this is not used by the database)	
Arguments:		
Argument name	Direction of the argument (in or out), and CIM type	Description text of the argument, as stored in WMI (this is not used by the database)
Return value	CIM type	Meaning of the return value

All descriptions are stored in WMI within the US English locale, ready for localization.

### 5.1 DEVICES

Devices are members of sets; sets are groups of devices. Devices represent physical computer systems which in this case are server appliances. With multiple device management the intention is to do management on many machines simultaneously. Nevertheless, with the device object you can also execute commands.

Class name	Devices
Derived from	CIM_UnitaryComputerSystem
Description	"The Devices class represents the devices that are either automatically discovered or manually added."

## 5.1.1 Schema Summary

Devices are implemented in the Devices database table.

Each record of the Devices table represents a single device, and is exposed as the WMI Devices class.

### 5.1.1.1 Devices

The properties of the database Devices table are:

Property	Format	Notes
ID	Integer	Unique identified for this device Not exposed in WMI.
Name	String, max 255 characters	Fully-qualified name of the target device, or the IP address of the administrative interface. Cannot be NULL, but may be a blank string. Exposed as Devices.Name
Control	Integer	Whether this device is controlled by this controller. If set to TRUE, the controller will respond to PXE requests from this device and can run jobs on this device. True = device is controlled by this controller False = device is not controlled by this controller Exposed as Devices.Control
State	Integer	State of the connection to the target device. 0 = Disconnected (or device is not running agent software) 1 = Connected to pre-OS (Win32 agent may additionally be present) 2 = Connected to full OS (Win32 agent present) Exposed as Devices.State
AdminIPAddr	String, max 50 characters	IP address of administrative interface (as supplied by discovery). Used for communication with the device. Stored as an integer, but exposed to the user as a dotted-quad formatted string. Exposed as Devices.AdminIP
CurrentJobID	Big Integer	Job ID of the currently running PXE job. Not used for single jobs (so more than one single job can be running concurrently). Exposed as Devices.CurrentJobID
JobTemplate	String, max 50 characters	Job to run when a PXE request comes in from this device, if no PXE job is running. Exposed as Devices.JobTemplate
LastDiscoveryTime	Datetime	Time last discovery packet was received from the device Exposed as Devices.LastDiscoveryTime
ADSService	Integer	Whether this device hosts an ADS service. 0 = No 1 = Hosts the controller service 2 = Hosts the PXE Service 4 = Hosts the Image Service If multiple services are hosted on the same

		device, this value is set to the sum of the numbers above.
Description	String, max 255 characters	A description for the device. Exposed as Devices.Description

Primary key is ID.

Additional hardware information is stored in the DeviceHWAddrs table and per-device variables in the DeviceVariables table.

## 5.1.2 Creation

Instances of the Devices set can be created in one of two ways:

- At request of the user or other process
- Automatically by the controller based on the reception of an autodiscovery packet from an agent

### 5.1.2.1 Manual Creation

An instance of the Devices class may be created manually by the user or other process. The new instance should have at least a value for the Name property, and this value should not already exist as the Name of another instance of the Devices class on the system. Unless AdminIPAddr is also given, the value of the Name property should be an IP address or a name that can be resolved on the controller to the IP address of the administrative interface on the device itself. Typically this resolution will occur using a DNS server.

The new instance can be associated with one or more MAC addresses. This is indicated by associating the new instance of the Devices class with instances of DeviceHWAddrs of type MAC.

The new instance can be associated with one administration MAC addresses. This is indicated by associating the new instance of the Devices class with instances of DeviceHWAddrs of type AdminMAC.

The new instance can be associated with a SMBIOS GUID. This is indicated by associating the new instance of the Devices class with instances of DeviceHWAddrs of type SMBIOSGUID.

The new instance can be associated with an asset tag number. This is indicated by associating the new instance of the Devices class with instances of DeviceHWAddrs of type SMBIOSAssetTag.

The AdminMAC or SMBIOSGUID is used to match this record with a PXE boot request.

The admin MAC, GUID and Asset Tag are collected from the device when connection is established to the device, and stored on the controller if not already present. If they are present, they are updated if different.

For all manually created Devices instances, the LastDiscoveryTime will be NULL. If at some later point an auto-discovery packet is received that matches this Devices instance, this field will be updated with the time that the packet was received.

The values of Control and JobTemplate, if not explicitly set, will false and empty, respectively.

The following errors can be set after doing a Put or Put\_ method on a new instance of the Sets object (in addition to the errors defined for the Put and Put\_ methods in the WMI SDK):

Error Status Code	Error Symbolic Name	Description
-------------------	---------------------	-------------

#### 5.1.2.2 Autodiscovery

See Autodiscovery functional spec. This might create or update an existing record.

### 5.1.3 Accessing

The following errors can be set after doing an access of an instance of this class (in addition to the errors defined for the Get method in the WMI SDK):

Error Status Code	Error Symbolic Name	Description
-------------------	---------------------	-------------

### 5.1.4 Updating

The following errors can be set after doing a Put or Put\_ method on an existing instance of this object (in addition to the errors defined for the Put and Put\_ methods in the WMI SDK):

Error Status Code	Error Symbolic Name	Description
-------------------	---------------------	-------------

### 5.1.5 Deleting

Instances of the Devices class may be deleted by the user or other process. Instances may be deleted by the system if the Controller.RefreshDeviceList() method is called.

When an instance of Devices is deleted, any instances of DeviceHWAddr that refer to the same device as also deleted.

The following errors can be set after doing a Delete or Delete\_ method on an existing instance of the Sets object (in addition to the errors defined for the Delete and Delete\_ methods in the WMI SDK):

Error Status Code	Error Symbolic Name	Description
-------------------	---------------------	-------------

### 5.1.6 Associations

Instances of Devices can have associations to the following classes:

- To instances of Sets

An instance of Devices has an association to each instance of Sets of which it is a member. Each instance of Devices may be associated with zero, one or more instances of Sets.

- To instances of Jobs

An instance of Device has an association to instances of Jobs that represents the parent job of each job run on this device.

- To instances of DeviceHWAddr

An instance of Device has an association to an instance of DeviceHWAddr for each hardware address on the device that the controller knows about. In this current version, the only hardware addresses stored on the controller are MAC addresses of the administrative NIC card, the SMBIOS Asset Tag and the SMBIOS GUID.

- To instances of DeviceVariables

An instance of Device has an association to an instance of DeviceVariables for each device variable.

- To instances of JobTemplates

An instance of Device has an association to each instance of JobTemplates which is defined to run on this device.

- To instances of Services

An instance of Device has an association to each instance of Services that represents an ADS service on that device.

## 5.1.7 Properties

### 5.1.7.1 Name

This is inherited from the parent class.

Property name	Name
Description	<inherited>
Type	String
Access	Read
Key	Yes
Values	253 Unicode characters

The value of this property can be changed using the Rename method.

The name is used to communicate with the target device if the AdminIPAddr property is NULL or empty. It may be a name resolved using DNS or an IP address.

### 5.1.7.2 State

Property name	State
Description	"Status flag to indicate whether the controlled device is alive."
Type	Integer

	0 = "Disconnected " 1 = "Connected to pre-OS" 2 = "Connected to full OS"
Access	Read
Key	No
Values	

If the device is uncontrolled, this property is always 0 (disconnected).

Otherwise, this property is set to true whilst the permanent connection is established to the device.

#### 5.1.7.3 Control

Property name	Control
Description	"Status flag to indicate whether the device is being controlled."
Type	Boolean
Access	Read
Key	No
Values	True if device is controlled from this controller; false if not

The value of this property is set by starting or ending control of the device, using the Manage method.

When set to True, this controller will respond to and run jobs on this device. Specifically, it will respond to PXE requests (if configured to do so) and establish a permanent connection to the device in order to run jobs on it.

When set to False, this controller will not respond to PXE requests from this device and will not establish a connection to it (so jobs cannot be run on it).

#### 5.1.7.4 AdminIPAddr

Property name	AdminIPAddr
Description	"The AdminIPAddr property represents the IP address to use to communicate with this device."
Type	String
Access	Read
Key	No
Values	

If non-NULL and not empty, this is the IP address used to communicate with the target device. If this is NULL or an empty string, then the Name property is used to communicate with the device.

It is set to the source IP address of the auto-discovery packet. It can also be set manually, for situations where auto-discovery packets do not reach the controller.

#### 5.1.7.5 LastDiscoveryTime

Property name	LastDiscoveryTime
Description	"Time when this controller device last received auto-discovery information from the controlled device. The value is NULL if the controlled device has never been auto-

	discovered."
Type	Datetime or NULL
Access	Read
Key	No
Values	

Every time that an auto-discovery packet is received that matches this Devices instance, that date is updated to the current date. This can be used to identify manually entered records that have never been seen on the network.

#### 5.1.7.6 JobTemplate

Property name	JobTemplate
Description	"The JobTemplate property represents the default job template that will be run if the device does pxe-boot and it is not currently running task sequence and Control is set to true."
Type	String
Access	Read
Key	No
Values	

This specifies the job template to be run when a device PXE boots, if both of the following are true:

- There is no currently running task sequence for this device which is at a step waiting for the device to PXE boot
- The Control field is set to True.

If both these are true, and this property is not NULL or empty, then the job template with the same name is started for this device. If this property is set to NULL or is empty, then the default job template is run (if set). See the Controller.JobTemplate property for how the default job template is specified.

#### 5.1.7.7 ADSService

Property name	ADSService
Description	"
Type	Integer
Access	Read
Key	No
Values	0 = "None" 1 = "Controller Service" 2 = "PXE Service" 4 = "Image Service" May be a combination of the above.

This property is used to determine if this device is hosting an ADS service.

#### 5.1.7.8 Description

Property name	Description
Description	"Description of device"
Type	String or NULL
Access	Read, Write

Key	No
Values	255 Unicode characters

#### 5.1.7.9 Unused Properties

These properties are inherited from the parent classes but are currently unused:

- Caption
- CreationClassName
- InitialLoadInfo
- InstallDate
- LastLoadInfo
- NameFormat
- PowerManagementSupported
- PowerManagementCapabilities
- PowerState
- PrimaryOwnerContact
- PrimaryOwnerName
- ResetCapability
- Roles
- Status
- Time

### 5.1.8 Methods

#### 5.1.8.1 RecoverManagedDevice

Does Devices.RecoverManagedDevice need to be exposed to user? Probably for cases where auto-disc packets don't get routed from device to controller - PAUL

Description	"The RecoverManagedDevice method returns devices to normal state. This method can be invoked to bring back to the normal operating state if the controlled device does not respond to requests from the controller device.."	
Arguments:		
Return Value:	Void	

This method can be called if the user believes that the configuration on a device is corrupted. The controller sends out the following information to the device:



- A request for the device information.
- A control request to manage this device
- The current heartbeat configuration information (the heartbeat interval)
- The current alert status for this device (enabled or not enabled)

This call returns after all of these have been processed. This could take some time.

The following errors can be set after calling this method (in addition to the errors defined for the ExecMethod and ExecMethod\_ methods in the WMI SDK):

Error Status Code	Error Symbolic Name	Description
-------------------	---------------------	-------------

Plus any of the error values listed for the Devices.Manage and Devices.EnableAlerts method.

### 5.1.8.2 Manage

Description	"The Manage method places devices into either a controlled or an uncontrolled state."	
Arguments:		
ControlFlag	[in] 32 bit integer	The ControlFlag input parameter is the value that specifies how to manage the device."
Return value:	Void	

This changes the state of control for a device, and returns when that is complete.

The value of ControlFlag specifies the operation to perform against the device:

Value of ControlFlag	Meaning	Description
0	"Release control"	The device becomes uncontrolled. The controller's root certificate is left on the device, so the device can only be controlled by another controller with the same root certificate.
1	"Take control"	The device becomes controlled from this controller.

The following errors can be set after calling this method (in addition to the errors defined for the ExecMethod and ExecMethod\_ methods in the WMI SDK):

Error Status Code	Error Symbolic Name	Description
-------------------	---------------------	-------------

### 5.1.8.3 SetAdminIPAddr

Description	"The SetAdminIPAddr method sets the administration IP address for the device."	
Arguments:		
IPAddr	[in] string	"Administration IP address for the device."
Return value:	Void	

This changes AdminIPAddr property.

#### 5.1.8.4 SetJobTemplate

Description	"The SetJobTemplate method sets the default job template for the device."	
Arguments:		
JobTemplate	[in] string	"JobTemplate is the template to be executed."
Return value:	Void	

Update the JobTemplate property.

#### 5.1.8.5 Execute

Description:	"The Execute method executes a command on devices, and then returns the job identifier relating to the parent job."	
Arguments:		
Command	[in] String	"Command input parameter is the path of the command to be executed."
Parameters	[in] String	"Parameters input parameter is the parameters to be passed to the executing command."
Description	[in] String	"Description input parameter is the description for the executing command which is to be logged in the Jobs object"
Delivery	[in] 32 bit integer	The Delivery input parameter specifies the mode of delivering the command to the target device. 0 = "None" 1 = "BMCP"
Timeout	[in] 32 bit integer	"The Timeout input parameter specifies the period of time in seconds that the controller will allow for this command to complete. If NULL or 0, there is no timeout."
JobWillReboot	[in] Boolean	"The JobWillReboot input parameter specifies whether the job to be executed will reboot or not. It is an optional parameter and the default value is False."
Return value:	64 bit integer	JobID of the new job, or 0 if an error occurred

See the description of Sets.Execute (section 5.4.8.6) for details of the operation of this method and the meaning and interpretation of the arguments.

The following errors can be set after calling this method (in addition to the errors defined for the ExecMethod and ExecMethod\_ methods in the WMI SDK):

Error Status Code	Error Symbolic Name	Description
-------------------	---------------------	-------------

#### 5.1.8.6 Unused Methods

These methods are inherited from the parent classes but are currently unused:

- SetPowerState

## 5.2 DEVICEVARIABLES

Each Device can have zero or more device variables. These are stored in the DeviceVariables table:

Class name	DeviceVariables
Derived from	CiM_LogicalElement
Description	"The DeviceVariables class represents the collections of Name-Value pair pertaining to

	any device. The Name-Value pair for every device has different Namespace scope."
--	--

## 5.2.1 Schema Summary

Implemented as the DeviceVariables database table, and exposed as the DeviceVariables WMI class.

### 5.2.1.1 DeviceVariables Table

Property	Format	Notes
DeviceID	Integer	Not exposed directly in WMI. WMI exposes the corresponding device name.
Namespace	String, max 50 characters	Cannot be NULL Exposed as DeviceVariables.Namespace
Attribute	Integer	Cannot be NULL Exposed as DeviceVariables.Attribute
VariableName	String, max 50 characters	Cannot be NULL Exposed as DeviceVariables.Name
VariableValue	String, max 255 characters	Cannot be NULL Exposed as DeviceVariables.Value

Primary key is DeviceID, Namespace and VariableName.

DeviceID is a foreign key to Devices.ID.

## 5.2.2 Creation

Instances of DeviceVariables can be created manually.

The following errors can be set after doing a Put or Put\_ method on a new instance of the Sets object (in addition to the errors defined for the Put and Put\_ methods in the WMI SDK):

Error Status Code	Error Symbolic Name	Description
-------------------	---------------------	-------------

## 5.2.3 Accessing

The following errors can be set after doing an access of an instance of this class (in addition to the errors defined for the Get method in the WMI SDK):

Error Status Code	Error Symbolic Name	Description
-------------------	---------------------	-------------

## 5.2.4 Updates

The following errors can be set after doing a Put or Put\_ method on an existing instance of the Sets object (in addition to the errors defined for the Put and Put\_ methods in the WMI SDK):

Error Status Code	Error Symbolic Name	Description
-------------------	---------------------	-------------

## 5.2.5 D e l e t i n g

Instances of DeviceVariables can be deleted. Instances are also deleted automatically when the corresponding Devices instance is deleted.

The following errors can be set after doing a Delete or Delete\_ method on an existing instance of the Sets object (in addition to the errors defined for the Delete and Delete\_ methods in the WMI SDK):

Error Status Code	Error Symbolic Name	Description
-------------------	---------------------	-------------

## 5.2.6 Associations

- To single instance of Devices

An instance of DeviceVariables is associated to the instance of Devices to which the variable applies.

## 5.2.7 Properties

### 5.2.7.1 DeviceName

Property name	DeviceName
Description	"The DeviceName property is the unique identifier."
Type	String
Access	Read
Key	Yes
Values	255 Unicode characters

### 5.2.7.2 Namespace

Property name	NameSpace
Description	"The Namespace property is the scope identifier for the device variable."
Type	String
Access	Read, write
Key	Yes
Values	50 Unicode characters

### 5.2.7.3 Attribute

Property name	Attribute
Description	"The attribute property specifies whether the instance can be updated."
Type	Integer
Access	Read
Key	No
Values	1 = "Read" 2 = "Write" 3 = "Read/Write"

### 5.2.7.4 Name

Property name	Name
---------------	------

Description	"The Name property is the unique identifier for the device variable.
Type	String
Access	Read, write
Key	Yes
Values	50 Unicode characters

#### 5.2.7.5 Value

Property name	Value
Description	"Value of the device variable."
Type	String
Access	Read, write
Key	Yes
Values	255 Unicode characters

### 5.2.8 Methods

## 5.3 DEVICEHWADDRS

The device hardware address uniquely identifies a piece of hardware such as a NIC.

Class name	DeviceHWAddr
Derived from	CIM_LogicalElement
Description	"The DeviceHWAddr class represents the device parts and their hardware addresses."

In this version, the only types of hardware address that are used internally are "MAC" and "SMBIOSGUID". This is used to store the MAC addresses and GUID (respectively) of devices.

### 5.3.1 Schema Summary

#### 5.3.1.1 DeviceHWAddr Table

Property	Format	Notes
HWAddr	String, max 50 characters	The value of the hardware identifier. Meaning depends on the value of the "Type" field. Cannot be NULL. Exposed as DeviceHWAddr.HWAddr
DeviceID	Integer	ID of the device to which this hardware address applied. Foreign key to Devices.ID. Cannot be NULL. Not exposed in WMI directly, but instead exposed as a name in DeviceHWAddr.DeviceName
Type	Integer	The type of the hardware address. The system uses only type values of 1="MAC" 3="AdminMAC" 3="SMBIOSGUID" 4="SMBIOSAssetTag" The user may store additional types here, using the WMI layer. However additional types are not obtained automatically from the system and are not displayed by the system. Cannot be NULL

		Exposed as DeviceHWAddrs.Type
--	--	-------------------------------

Primary key is HWAddr.

### 5.3.2 Creation

Instances of DeviceHWAddrs can be created automatically or manually.

Automatic creation occurs based on received auto-discovery packets. If the packet contains a hardware address (containing a type and address), then a new instance of DeviceHWAddrs is created for the hardware address (which may also involve creating an instance of HWAddrTypes).

The following errors can be set after doing a Put or Put\_ method on a new instance of the Sets object (in addition to the errors defined for the Put and Put\_ methods in the WMI SDK):

Error Status Code	Error Symbolic Name	Description
-------------------	---------------------	-------------

### 5.3.3 Accessing

The following errors can be set after doing an access of an instance of this class (in addition to the errors defined for the Get method in the WMI SDK):

Error Status Code	Error Symbolic Name	Description
-------------------	---------------------	-------------

### 5.3.4 Updates

The following errors can be set after doing a Put or Put\_ method on an existing instance of the Sets object (in addition to the errors defined for the Put and Put\_ methods in the WMI SDK):

Error Status Code	Error Symbolic Name	Description
-------------------	---------------------	-------------

### 5.3.5 Deletion

Instances of DeviceHWAddrs can be deleted. . Instances are also deleted automatically when the corresponding Devices instance is deleted.

The following errors can be set after doing a Delete or Delete\_ method on an existing instance of the Sets object (in addition to the errors defined for the Delete and Delete\_ methods in the WMI SDK):

Error Status Code	Error Symbolic Name	Description
-------------------	---------------------	-------------

### 5.3.6 Associations

- To single instance of Devices

An instance of DeviceHWAddr is associated to the instance of Devices which contains has the hardware address.

## 5.3.7 Properties

### 5.3.7.1 HWAddr

Property name	HWAddr
Description	"The HWAddr property is the unique identifier for the device parts."
Type	String
Access	Read
Key	Yes
Values	50 Unicode characters

### 5.3.7.2 DeviceName

Property name	DeviceName
Description	"DeviceName property is the name of the device that holds the device part."
Type	String
Access	Read
Key	No
Values	A device name. This is the name of the instance of Devices corresponding to this hardware address.

Foreign key to Devices: device within which hardware is present.

### 5.3.7.3 Type

Property name	Type
Description	"Type property is the type of hardware address."
Type	Integer
Access	Read
Key	No
Values	1 = "MAC" 2 = "AdminMAC" 3 = "SMBIOSGUID" 4 = "SMBIOSAssetTag"

### 5.3.7.4 Unused Properties

These properties are inherited from the parent classes but are currently unused:

- Caption
- InstallDate
- Name
- Status

## 5.3.8 Methods

There are no methods for this object.

## 5.4 SETS

Sets are the building blocks of multiple device management. Sets are objects which group devices. There is a one-to-many relationship between a Sets object and Devices and Sets objects. Commands can be executed on each member of a Sets object by means of the Execute method, and task sequences can be invoked with the ExecuteSequence method.

Class name	Sets
Derived from	CIM_LogicalElement
Description	"The Sets class represents a collection of devices. Sets group devices for administrative purposes, and run jobs on multiple devices simultaneously. Each set should have a unique name. Sets can contain devices and other sets."

### 5.4.1 Schema Summary

Sets are implemented in three database tables: Sets, SetDevice and SetChildSet.

Each record of Sets represents a single set, and is exposed as the Sets WMI class.

Each record of SetDevice represents a device member of a set, and is exposed as the SetToDevice association class.

Each record of SetChildSet represents a set member of a set, and is exposed as the SetToSet association class.

#### 5.4.1.1 Sets Table

The properties of the database Sets table are:

Database Property	Format	Notes
ID	Integer	Not exposed through WMI
Name	String, max 255 characters	Exposed as Sets.Name
Description	String, max 255 characters	Exposed as Sets.Description

Primary key is ID.

#### 5.4.1.2 SetDevice Table

The properties of the database SetDevice table are:

Database Property	Format	Notes
SetID	Integer	Cannot be NULL
DeviceID	Integer	Cannot be NULL

Primary key is SetID and DeviceID.

SetID is a foreign key to Sets.ID. DeviceID is a foreign key to Devices.ID.



#### 5.4.1.3 SetChildSet Table

The properties of the database SetChildSet table are:

Database Property	Format	Notes
SetID	Integer	Cannot be NULL
ChildSetID	Integer	Cannot be NULL

Primary key is SetID and ChildSetID.

SetID and ChildSetID are foreign keys to Sets.ID.

#### 5.4.2 Creation

Instances of the Sets class are created by the user (or other process). Instances are never created automatically by the object model. The only property required for a new instance of the Sets class is Name. The value of Name should be unique amongst all the instances of Sets on the controller. A set is always created empty (that is, it has no member Devices or Sets objects).

The following errors can be set after doing a Put or Put\_ method on a new instance of the Sets object (in addition to the errors defined for the Put and Put\_ methods in the WMI SDK):

Error Status Code	Error Symbolic Name	Description
-------------------	---------------------	-------------

#### 5.4.3 Accessing

The following errors can be set after doing an access of an instance of this class (in addition to the errors defined for the Get method in the WMI SDK):

Error Status Code	Error Symbolic Name	Description
-------------------	---------------------	-------------

#### 5.4.4 Updating

The following errors can be set after doing a Put or Put\_ method on an existing instance of this object (in addition to the errors defined for the Put and Put\_ methods in the WMI SDK):

Error Status Code	Error Symbolic Name	Description
-------------------	---------------------	-------------

#### 5.4.5 Deletion

Instances of the Sets class can be deleted by the user (or other process). Instances are never deleted automatically by the object model. When an instance is deleted, no changes are made to other instances (including those instances which refer to the class being deleted).

The following errors can be set after doing a Delete or Delete\_ method on an existing instance of the Sets object (in addition to the errors defined for the Delete and Delete\_ methods in the WMI SDK):

Error Status Code	Error Symbolic Name	Description
-------------------	---------------------	-------------

## 5.4.6 Associations

Instances of Sets can have associations to the following classes:

- To instances of Devices

An instance of Sets has an association to each instance of Devices which is a member of the set. Each instance of Sets may be associated with zero, one or more instances of Devices.

- To instances of Sets

An instance of Sets has an association to each instance of Sets which is a member of the set. Each instance of Sets may be associated with zero, one or more instances of Sets. An instance of Sets may not be associated with itself. When a set is added to a set, the system will check for circular dependencies (e.g. SetA is a member of SetB and SetB is a member of SetA) to a depth of five sets.

- To instances of JobTemplates

An instance of Set has an association to each instance of JobTemplates which is defined to run on this set.

## 5.4.7 Properties

### 5.4.7.1 Name

Property name	Name
Description	"Name of the set"
Type	String
Access	Read
Key	Yes
Values	255 Unicode characters, excluding the newline or carriage return characters

The value of this property can be changed using the Rename method. The value should be unique amongst all the Sets instances on the system.

### 5.4.7.2 Description

Property name	Description
Description	"Description of the set"
Type	String or NULL
Access	Read, Write
Key	No
Values	255 Unicode characters

This is a free-text description of the set. It may be NULL or empty. It can be updated.

### 5.4.7.3 Unused Properties

These properties are inherited from the parent classes but are currently unused:

- Caption
- InstallDate
- Status

## 5.4.8 Methods

### 5.4.8.1 AddDevice

Used to add controlled or uncontrolled device to a set.

Description	"The AddDevice method adds a device as a member of the set."	
Arguments:		
Device	[in] Devices	"The Device input parameter is the path reference to the device to add as a member of the set."
Return value	Void	

The following errors can be set after calling this method (in addition to the errors defined for the ExecMethod and ExecMethod\_ methods in the WMI SDK):

Error Status Code	Error Symbolic Name	Description
-------------------	---------------------	-------------

### 5.4.8.2 RemoveDevice

Description	"The RemoveDevice method removes a device from the set."	
Arguments:		
Device	[in] Devices	"The Device input parameter is the path reference to the device to remove from the set."
Return value:	Void	

The following errors can be set after calling this method (in addition to the errors defined for the ExecMethod and ExecMethod\_ methods in the WMI SDK):

Error Status Code	Error Symbolic Name	Description
-------------------	---------------------	-------------

### 5.4.8.3 AddSet

Description	"The AddSet method adds a set as a member of the set."	
Arguments:		
Set	[in] Sets	"The Set input parameter is the path reference to the set to add as a member of the set."
Return value	Void	

The following errors can be set after calling this method (in addition to the errors defined for the ExecMethod and ExecMethod\_ methods in the WMI SDK):

Error Status Code	Error Symbolic Name	Description
-------------------	---------------------	-------------

#### 5.4.8.4 RemoveSet

Description:	"The RemoveSet method removes a set from the set."	
Arguments:		
Set	[in] Sets	"The Set input parameter is the path reference to the set to remove from the set."
Return value:	Void	

This removes a set that is an immediate member of the parent set.

The following errors can be set after calling this method (in addition to the errors defined for the ExecMethod and ExecMethod\_ methods in the WMI SDK):

Error Status Code	Error Symbolic Name	Description
-------------------	---------------------	-------------

#### 5.4.8.5 Rename

Description:	"The Rename method renames the set name to the name specified."	
Arguments:		
SetName	[in] string	"The SetName input parameter is the new name for the set."
Return value:	Void	

The following errors can be set after calling this method (in addition to the errors defined for the ExecMethod and ExecMethod\_ methods in the WMI SDK):

Error Status Code	Error Symbolic Name	Description
-------------------	---------------------	-------------

#### 5.4.8.6 Execute

Description:	"The Execute method runs a job on the devices in the set. If the job started successfully, the method returns the job identifier of the parent job."	
Arguments:		
Command	[in] string	"The Command input parameter is the path of the command to be run. The values that may be given depend on the value of the CommandType parameter."
Parameters	[in] string	"The Parameters input parameter specifies the arguments given when the job is started. This parameter is used depending on the value of the CommandType parameter."
Description	[in] string	"Description input parameter is the description for the executing command which is to be logged in the JobInvocations object."
Delivery	[in] 32 bit integer	"The Delivery input parameter specifies the mode of delivering the command to the target set." 0 = "None" 1 = "BMCP"
Timeout	[in] 32 bit integer	"The Timeout input parameter specifies the timeout value in seconds for this job. It is an optional parameter."
JobWillReboot	[in] Boolean	"The JobWillReboot input parameter specifies whether the job to be executed will reboot or not. It is an optional parameter and the default value is False."
Return value:	64 bit integer	The JobID of the newly created Jobs instance, or 0 if the job was not started.

This causes a job to be run against the members of the set on which it is run. If the job is successfully created, it causes a Jobs instances to be created for the job. The value of the

JobID property of the new Jobs instance is returned as the return value of this method. Note that job execution is asynchronous, so success of this method does not mean that the job itself will be successful on the agents.

The maximum supported length of the Command argument is 1024 characters (limited for test purposes). This is written to the Command property of the new JobInvocations instances.

The maximum supported length of the Parameters argument is 4096 characters (limited for test purposes). This is written to the Parameters property of the new Jobs instances.

The maximum length of the Description argument is 255 Unicode characters. This is stored in the Description property of the new Jobs instance.

It is not an error for the set to be empty. In this case, a Jobs instance is created as normal, along with the parent Jobs instance. However there are no child Jobs instances. Users of the object model should be prepared for this situation.

The following errors can be set after calling this method (in addition to the errors defined for the ExecMethod and ExecMethod\_ methods in the WMI SDK):

Error Status Code	Error Symbolic Name	Description
-------------------	---------------------	-------------

#### 5.4.8.7 ListMemberDevices

Description:	"The ListMemberDevices method retrieves the unique list of descendent member devices. Since a set can contain nesting of sets, this method will walk through the child member sets and retrieves their member devices and enumerates the unique list of devices."	
Arguments:		
DeviceMembers	[out] Devices[]	"The DeviceMembers output parameter is the array of the Devices class instances that are members of the descendent set members."
Return value:	void	

## 5.5 JOBTEMPLATES

These are templates and not associated with a particular run.

Class name	JobTemplates
Derived from	CIM_LogicalElement
Description	"The JobTemplates class represents a job template that is available to be run."

### 5.5.1 Schema Summary

Job templates represent jobs that can be run. It is stored in the JobTemplates table.

#### 5.5.1.1 JobTemplate Table

Property	Format	Notes
Name	String, max 50 characters	Cannot be NULL
TargetType	Integer	0 = Undefined 1 = Sets

		2 = Devices 3 = Controller
TargetName	String, max 255 characters	
JobWillReboot	Integer (bitfield)	0 = command does not reboot before it exits 1 = command will do a reboot before it exits (Note: this is mapped to selected values of Jobs.Type).
TimeOut	Integer	
Delivery	Integer	
CommandType	Integer	
Command	ntext	
Parameters	ntext	Any text of format \$name{.name}* is replaced with a corresponding variable.
Description	String, max 255 characters	

Primary key is Name.

## 5.5.2 Creation

Instances of JobTemplates can be created by the user (or other process).

The following errors can be set after doing a Put or Put\_ method on a new instance of the Sets object (in addition to the errors defined for the Put and Put\_ methods in the WMI SDK):

Error Status Code	Error Symbolic Name	Description
-------------------	---------------------	-------------

## 5.5.3 Accessing

The following errors can be set after doing an access of an instance of this class (in addition to the errors defined for the Get method in the WMI SDK):

Error Status Code	Error Symbolic Name	Description
-------------------	---------------------	-------------

## 5.5.4 Updating

The following errors can be set after doing a Put or Put\_ method on an existing instance of this object (in addition to the errors defined for the Put and Put\_ methods in the WMI SDK):

Error Status Code	Error Symbolic Name	Description
-------------------	---------------------	-------------

## 5.5.5 Deletion

The following errors can be set after doing a Delete or Delete\_ method on an existing instance of the JobTemplates object (in addition to the errors defined for the Delete and Delete\_ methods in the WMI SDK):

Error Status Code	Error Symbolic Name	Description
-------------------	---------------------	-------------

## 5.5.6 Associations

- To an instance of Devices

An instance of JobTemplate has an association to the device on which is to defined to be run, if any.

- To an instance of Sets

An instance of JobTemplate has an association to the set on which is to defined to be run, if any.

## 5.5.7 Properties

### 5.5.7.1 Name

Property name	Name
Description	"The Name property is the identifier for the JobTemplates object."
Type	String
Access	Read
Key	Yes
Values	50 Unicode characters

This stores the name of the job as passed as the JobInvocationName argument to Devices.Execute or Sets.Execute.

### 5.5.7.2 TargetName

Property name	TargetName
Description	"Name of the target, such as sets or devices, on which the job is to be invoked."
Type	String
Access	Read, Write
Key	No
Values	255 Unicode characters

Target name the job was run on: Devices or Sets.

### 5.5.7.3 TargetType

Property name	TargetType
Description	"Type of the target, such as sets or devices."
Type	32 bit integer
Access	Read, Write
Key	No
Values	0 = "Undefined" 1 = "Devices" 2 = "Sets" 3 = "Controller"

### 5.5.7.4 JobWillReboot

Property name	JobWillReboot
---------------	---------------

Description	"The JobWillReboot property specifies whether the job will reboot or not."
Type	Boolean
Access	Read, Write
Key	No
Values	0 = "None" 1 = "BMCP"

#### 5.5.7.5 Delivery

Property name	Delivery
Description	"The Delivery property specifies the mode in which the command is delivered to the target devices."
Type	32 bit integer
Access	Read, Write
Key	No
Values	0 = "None" 1 = "BMCP"

#### 5.5.7.6 Timeout

Property name	Timeout
Description	"The Timeout property specifies the timeout value in seconds for the job."
Type	32 bit integer
Access	Read, Write
Key	No
Values	

#### 5.5.7.7 Command

Property name	Command
Description	"The job command that is to be executed on the target object."
Type	String
Access	Read, Write
Key	No
Values	1024 Unicode characters

The command that is invoked on the target.

The maximum supported length of the parameters is 1024 (limited for test purposes).

#### 5.5.7.8 Parameters

Property name	Parameters
Description	"Parameters passed to the job command that is to be executed."
Type	String
Access	Read, Write
Key	No
Values	4096 Unicode characters

The parameters to the command that is invoked.

The maximum supported length of the parameters is 4096 (limited for test purposes).



### 5.5.7.9 Description

Property name	Description
Description	"Description of the job that was invoked."
Type	String
Access	Read, Write
Key	No
Values	255 Unicode characters

### 5.5.7.10 Unused Properties

These properties are inherited from the parent classes but are currently unused:

- Caption
- ElapsedTime
- InstallDate
- Notify
- Owner
- Priority
- StartTime
- Status
- TimeSubmitted
- UntilTime

## 5.5.8 Methods

### 5.5.8.1 Execute

Description:	"The Execute method runs a job using either template values or the optional in parameters if supplied. If the job started successfully, the method returns the job identifier of the job.\n"	
Arguments:		
TargetType	[in] String	"The TargetName input parameter is the name of the target on which the command is to be run."
TargetName	[in] Integer	"The TargetType input parameter is the type of the target on which the command is to be run." For values, see TargetType property.
Command	[in] String	"Command input parameter is the path of the command to be executed."
Parameters	[in] String	"Parameters input parameter is the parameters to be passed to the executing command."
Description	[in] String	"Description input parameter is the description for the executing command which is to be logged in the Jobs object"
Delivery	[in] 32 bit integer	The Delivery input parameter specifies the mode of delivering the command to the target device." 0 = "None"

		1 = "BMCP"
Timeout	[in] 32 bit integer	"The Timeout input parameter specifies the timeout value in seconds for this job. It is an optional parameter."
JobWillReboot	[in] Boolean	"The JobWillReboot input parameter specifies whether the job to be executed will reboot or not. It is an optional parameter and the default value is False."
Return value:	64 bit integer	JobID of the new job, or 0 if an error occurred

See the description of Sets.Execute (section 5.4.8.6) for details of the operation of this method and the meaning and interpretation of the arguments.

The following errors can be set after calling this method (in addition to the errors defined for the ExecMethod and ExecMethod\_ methods in the WMI SDK):

Error Status Code	Error Symbolic Name	Description
-------------------	---------------------	-------------

## 5.6 JOBINVOICATIONS

JobInvocations will not be exposed at the WMI layer. Instead, its properties are merged with the Jobs objects. See the Jobs section, below, for details of the database JobInvocations table.

## 5.7 JOBS

The Jobs object captures the topology of a Job invocation. The Task Sequences spec defines the hierarchies of Jobs objects that are possible.

Class name	Jobs
Derived from	CIM_LogicalElement
Description	"The Jobs class displays the results of an executed job. An instance of this class is created for each job that is run and for each device on which a job is run.."

### 5.7.1 Schema Summary

Implemented as two tables: JobInvocations and Jobs. Exposed as the single WMI class Jobs.

#### 5.7.1.1 JobInvocations Table

Property	Format	Notes
ID	Integer	Cannot be NULL
Delivery	Integer	Cannot be NULL
CommandType	Integer	
Command	ntext	Cannot be NULL
Parameters	ntext	
Description	String, max 255 characters	

Details of any particular operation in progress or completed, or a roll-up of individual jobs into a parent job, are stored in the Jobs table.

#### 5.7.1.1.1 Jobs Table

Property	Format	Notes
JobID	Big integer	Cannot be NULL
ParentJobID	Integer	Cannot be NULL If 0, this is a root job. Otherwise it is a child job.
JobInvocationID	Integer	Cannot be NULL
Type	integer	Cannot be NULL Bit map: Bit 1: 0 = leaf node (no children); 1 = non-leaf node Bit 2: 0 = parallel execute children; 1 = serial execute children Bit 3: 0 = command does not do a reboot; 1 = command does a reboot so no completion status should be expected
State	Integer	Cannot be NULL 1 = Created 2 = Ready to Run 3 = Running 4 = Completed-Success 5 = Completed-Error 6 = Canceled 7 = Stopped 8 = Unable to start 9 = Failed 10 = Timed Out
ExitCode	Integer	Cannot be NULL Only has meaning if State is Completed-Success
StartTime	Datetime	Cannot be NULL
EndTime	Datetime	Cannot be NULL
TimeOut	Integer	Cannot be NULL. Timeout in seconds.
TargetType	Integer	Cannot be NULL
TargetName	Integer	Cannot be NULL The set ID or device ID of the target of this job Exposed as the corresponding device or set name (if any) in Jobs.TargetName
Username	String, max 255 characters	Username that ran the job, in the format <i>domain\username</i> .

JobID is the primary key. ParentJobID is a foreign key to Jobs.JobID.

### 5.7.2 Creation

Always auto-created by the system, when a job is started (for example, by the methods `Sets.Execute` or `Devices.Execute`).

### 5.7.3 Accessing

The following errors can be set after doing an access of an instance of this class (in addition to the errors defined for the Get method in the WMI SDK):

Error Status	Error Symbolic Name	Description
--------------	---------------------	-------------

Code		
------	--	--

## 5.7.4 Updating

Instances of Jobs cannot be updated.

## 5.7.5 Deletion

If an instance of Jobs that represents a root job is deleted, the following are also deleted:

- The child instances of Jobs associated with the Jobs instance
- The JobLogs instances associated with each of the child Jobs instances

This deletes the record of the job invocation, the status of the job on each device, and the results of the jobs on each device.

This is implemented in the database.

Jobs currently in progress can be deleted. If this occurs, any further output from the job received on the controller will not be stored, and no error will be reported.

Only the root jobs can be deleted.

The following errors can be set after doing a Delete or Delete\_ method on an existing instance of the Sets object (in addition to the errors defined for the Delete and Delete\_ methods in the WMI SDK):

Error Status Code	Error Symbolic Name	Description
-------------------	---------------------	-------------

## 5.7.6 Associations

- To instances of JobLogs

An instance of Jobs is associated to instances of JobLogs that contain the output from running this job on a particular device. This association only exists if the instance of Jobs represents a single device, rather than a parent instance.

- To instances of Jobs

An instance of Jobs is associated to instances of Jobs representing the child processes of the parent Jobs instance. In the current version, only one level of parent-child relationship is supported, where the parent represents a job being run on multiple devices and the children represent the results from individual devices.

## 5.7.7 Properties

### 5.7.7.1 JobID

Property name	JobID
Description	"The JobID property is the unique identifier for the job that has been executed. If the same job executes again, it yields a different identifier."
Type	64 bit integer

Access	Read
Key	Yes
Values	Job unique identifier

#### 5.7.7.2 ParentJobID

Property name	ParentJobID
Description	"The ParentJobID property is the identifier for the job which originates the job on the targets. For the root job, the identifier will be 0 and for other jobs, the identifier uses the identifier of the root job."
Type	64 bit integer
Access	Read
Key	No
Values	Parent job unique identifier

#### 5.7.7.3 Type

Property name	Type
Description	"The Type property identifies the type of the job that has been executed."
Type	32 bit integer
Access	Read
Key	No
Values	255 Unicode characters

#### 5.7.7.4 TargetName

Property name	TargetName
Description	"Name of the target such as sets or devices, on which the job is to be invoked."
Type	String
Access	Read
Key	No
Values	255 Unicode characters

Target name the job was run on: Devices or Sets. If the device or set on which this job was run has been deleted, this property will instead contain the internal identifier number of the set or device. There is no way to resolve that number back to the name of the deleted set or device.

If the device or set record is deleted, this property will contain an internal identifier number instead of the set or device.name.

#### 5.7.7.5 TargetType

Property name	TargetType
Description	"Type of the target such as sets or devices."
Type	String
Access	Read
Key	No
Values	255 Unicode characters 0 = "Undefined" 1 = "Devices" 2 = "Sets" 3 = "Controller"

#### 5.7.7.6 Delivery

Property name	Delivery
Description	"The Delivery property specifies the mode in which the command is delivered to the target devices."
Type	String
Access	Read
Key	No
Values	255 Unicode characters 0 = "None" 1 = "BMCP"

Target name the job was run on: Devices or Sets.

#### 5.7.7.7 Command

Property name	Command
Description	"The job command that is to be executed on the target object."
Type	String
Access	Read, Write
Key	No
Values	1024 Unicode characters

The command that is invoked on the target.

The maximum supported length of the parameters is 1024 (limited for test purposes).

#### 5.7.7.8 Parameters

Property name	Parameters
Description	"Parameters passed to the job command that is to be executed."
Type	String
Access	Read, Write
Key	No
Values	4096 Unicode characters

The parameters to the command that is invoked.

The maximum supported length of the parameters is 4096 (limited for test purposes).

#### 5.7.7.9 Description

Property name	Description
Description	"Description of the job that was invoked."
Type	String
Access	Read, Write
Key	No
Values	255 Unicode characters

#### 5.7.7.10 ExitCode

Property name	ExitCode
Description	""

Type	Integer
Access	Read
Key	No
Values	The exit code returned from the job. This only has meaning if State is set to "Job completed with success".

#### 5.7.7.11 StartTime

Property name	StartTime
Description	"Time stamp when task was started."
Type	Datetime
Access	Read
Key	No
Values	The time the job was started

#### 5.7.7.12 EndTime

Property name	EndTime
Description	"Time at which this task was completed."
Type	Datetime
Access	Read
Key	No
Values	The time the job was completed

#### 5.7.7.13 State

Property name	State
Description	"Indicates the status of the task."
Type	32 bit integer
Access	Read
Key	No
Values	1 = "Job created" 2 = "Ready to be run" 3 = "Job running" 4 = "Job completed with success" 5 = "Job completed with failure" 6 = "Job failed" 7 = "Job cancelled by user" 8 = "Job stopped by user" 9 = "Unable to start" 10 = "Job timeout"

This should be JobStatus, but that is declared in a parent class with a conflicting type.

#### 5.7.7.14 Timeout

Property name	Timeout
Description	"Indicates the timeout value for the job."
Type	32 bit integer
Access	Read
Key	No
Values	

### 5.7.7.15 Owner

Property name	Owner
Description	"Specifies the user that started the job."
Type	String
Access	Read
Key	No
Values	Account name of the user that invoked this job, in format domain\user

Job.Owner: This should be Username, but that property is declared in a parent class with a conflicting type.

### 5.7.7.16 Unused Properties

These properties are inherited from the parent classes but are currently unused:

- Caption
- InstallData
- Name
- Status

## 5.7.8 Methods

### 5.7.8.1 Stop

Description:	"The Stop method stops a job that is in progress."	
Arguments:	None	
Return value:	Void	

This stops a job executing on a device.

If it is executed on an instance that represents a parent job, all the child jobs that are still running are stopped.

A job that was stopped by the user will have a Status property value of 'Stopped'.

The following errors can be set after calling this method (in addition to the errors defined for the ExecMethod and ExecMethod\_ methods in the WMI SDK):

Error Status Code	Error Symbolic Name	Description
-------------------	---------------------	-------------

### 5.7.8.2 GetOutput

Description:	"GetOutput method retrieves the output from the job log and yields the collective result."	
Arguments:		
OutputType	[in] 32 bit integer	"Type of the output to be retrieved from the JobLogs." 1 = "Get standard output"



		2 = "Get standard error" 3 = "Get all output (in sequence order)" .
Start	[in] 32 bit integer	Offset of the first character to return. If 0 or NULL, starts with the first character in the output. If larger than the number of characters in the output, returns an empty string.
Length	[in] 32 bit integer	Maximum number of characters to return. If 0 or NULL, return all characters in output (starting from Start, if given).
Output	[out] String	"The output retrieved from the job logs."
Return value:	Void	

The values for OutputType are:

- 1 = Get standard output
- 2 = Get standard error
- 3 = Get all output (in sequence order)

If the value given is not one of these, return with error code 0x80040C19.

This method is only valid for child Job instances. If this method is called on a parent Jobs instance, it returns the error code 0x80040C1A.

Start and Length are used to get a subset of the output. These are only value for where OutputType is 1, 2 and 3. The GetOutputSize method can be used to get the total size of the selected output stream. This allows the caller to return large output sets in useable chunks.

The following errors can be set after calling this method (in addition to the errors defined for the ExecMethod and ExecMethod\_ methods in the WMI SDK):

Error Status Code	Error Symbolic Name	Description
-------------------	---------------------	-------------

### 5.7.8.3 GetOutputSize

Description:		
Arguments:		
OutputType	[in] 32 bit integer	"Type of the output to be retrieved from the JobLogs." 1 = "Get standard output" 2 = "Get standard error" 3 = "Get all output (in sequence order)"
Output	[out] 32 bit integer	Total number of Unicode characters in the output of type specified by the OutputType parameter
Return value:	Void	

Returns the number of Unicode characters in the output of the given type.

The following errors can be set after calling this method (in addition to the errors defined for the ExecMethod and ExecMethod\_ methods in the WMI SDK):

Error Status Code	Error Symbolic Name	Description
-------------------	---------------------	-------------

#### 5.7.8.4 StartSequence



Description:	"The StartSequence method starts the sequence at the step with the given Job ID. This is only valid on a jobs object that represents a sequence that failed executing on a single target or is yet to be run."	
Arguments:		
StepJobID	[in] 64 bit integer	"StepJobID represents the job node from which the sequence is to be executed. In this version, this parameter accepts only 0."
Return value:	Void	

This re-starts a sequence at the step with the given Job ID. This is only valid on a Jobs object that represents a sequence on a single target.

In this version, the only value of StepJobID that is supported is 0.

Later versions will support restarting the sequence at arbitrary steps, by giving the JobID of the step to restart with as StepJobID.

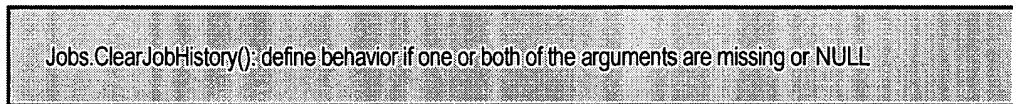
The following errors can be set after calling this method (in addition to the errors defined for the ExecMethod and ExecMethod\_ methods in the WMI SDK):

Error Status Code	Error Symbolic Name	Description
-------------------	---------------------	-------------

#### 5.7.8.5 ClearJobHistory

Description:	"The ClearJobHistory method deletes a jobs that is started before StartedBefore and started after StartedAfter timestamp and returns the number of jobs deleted. If any one of the input parameter is omitted, the job history is cleared based on the input parameter."	
Arguments:		
StartedAfter	[in] datetime	"Time after which the job started"
StartedBefore	[in] datetime	"Time before which the job started"
Return value:	Integer	Returns number of root jobs deleted.

This is a status (class) method.



#### 5.7.8.6 ArchiveJob

Description:	"The ArchiveJob method archives a jobs as XML data stream. This method works only on the root job instances. It retrieves the root job and its child jobs and their data is transformed into XML data stream as output."	
Arguments:		
Return value:	String	

### 5.7.8.7 ValidateSequence

Description:	"The ValidateSequence method validates the input sequence xml file with the optional xslt file against the sequence xml schema. This helper method will be useful in checking the input xml before executing sequence."	
Arguments:		
SequencePath,	[in] string	"The SequencePath input parameter is the path of the task sequence to be run."
StylesheetPath	[in] string	"The StylesheetPath input parameter specifies the path of the style sheet that transforms the multiple sequence modules into single sequence. It is optional parameter. If XSLT technique is opted for reusing the existing sequence modules, this parameter specifies the XSLT file path."
Description	[out] string	"The Reason output parameter specifies the error description if the sequence validation fails."
Return value:	Boolean	

## 5.8 JOBLOGS

JobLogs capture the output of the execution of a script or executable. The job log is associated with a Jobs object. There can be N JobLogs for any Jobs.

Class name	JobLogs
Derived from	CIM_LogicalElement
Description	"The JobLogs class represents the output log for the jobs that have already been executed."

### 5.8.1 Schema Summary

Details of output are stored in the JobLogs table.

#### 5.8.1.1 JobLogs Table

Property	Format	Notes
JobID	Integer	Cannot be NULL
Sequence	Integer	Cannot be NULL
LogTime	Datetime	Cannot be NULL
OutputType	Integer	Cannot be NULL
OutputData	ntext	Cannot be NULL

JobID and Sequence are the primary key. JobID is a foreign key to Jobs.JobID. InvocationID is a foreign key to JobInvocations.ID.

### 5.8.2 Creation

Always auto-created by the system, when a job is started (for example, by the methods Sets.Execute or Devices.Execute).

### 5.8.3 Accessing

The following errors can be set after doing an access of an instance of this class (in addition to the errors defined for the Get method in the WMI SDK):

Error Status Code	Error Symbolic Name	Description
-------------------	---------------------	-------------

#### 5.8.4 Updating

Instances of the JobLogs class cannot be updated.

#### 5.8.5 Deletion

Instances of JobLogs can not be deleted in WMI. They may be deleted in the database.

#### 5.8.6 Associations

- To a single instance of Jobs

An instance of JobLogs is associated with an instance of Jobs giving the device and job which generated this output.

#### 5.8.7 Properties

##### 5.8.7.1 JobID

Property name	JobID
Description	"The JobID property is the unique identifier for the job that has been executed."
Type	64 bit integer
Access	Read
Key	Yes
Values	Jobs unique identifier

##### 5.8.7.2 Sequence

Property name	Sequence
Description	"Sequence of the output from the job that was executed on the device under consideration."
Type	32 bit integer
Access	Read
Key	Yes
Values	Record sequence for a jobs output

Starts at 1 going up. Same sequence number used for stdout and stderr.

##### 5.8.7.3 LogTime

Property name	LogTime
Description	"Time at which the controller device received output."
Type	Datetime
Access	Read
Key	No
Values	

#### 5.8.7.4 OutputType

Property name	OutputType
Description	"The OutputType property specifies the type of output in this instance of JobLogs. It is one of 1 meaning StdOut, or 2 meaning StdErr."
Type	32 bit integer
Access	Read
Key	No
Values	1 = "StdOut" 2 = "StdErr"

#### 5.8.7.5 OutputData

Property name	OutputData
Description	"Output from the job on the device. The sequence property can be used to recreate the output from this job on this device in correct order."
Type	String
Access	Read
Key	No
Values	

#### 5.8.7.6 Unused Properties

These properties are inherited from the parent classes but are currently unused:

- Caption
- Description
- InstallDate
- Name
- Status

### 5.8.8 Methods

There are no methods for this object.

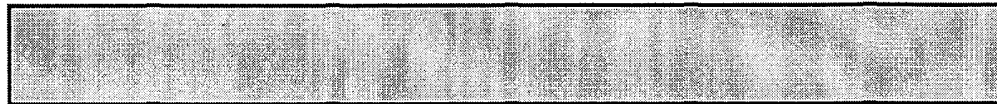
## 5.9 SERVICES

Class name	Serveices
Derived from	CIM_LogicalElement
Description	"The Services class represents the collection of devices that are configured as various servers."

### 5.9.1 Schema Summary

The Servers table contains the configuration of the controller.

### 5.9.1.1 Services Table



Property	Format	Notes
Type	Integer	Cannot be NULL Exposed as <code>Services.Type</code>
DeviceID	Integer	Cannot be NULL Not exposed directly to user. Corresponding device name is exposed as <code>Services.DeviceName</code> .
Description	String, max 255 characters	Exposed as <code>Services.Name</code>

Primary key is Type and DeviceName.

WMI layer exposes the configuration information in separate properties.

## 5.9.2 Creation

## 5.9.3 Accessing

The following errors can be set after doing an access of an instance of this class (in addition to the errors defined for the Get method in the WMI SDK):

Error Status Code	Error Symbolic Name	Description
-------------------	---------------------	-------------

## 5.9.4 Updating

## 5.9.5 Deletion

## 5.9.6 Associations

- To an instance of Devices

An instance of Servers has an association to the instance of Devices that represents the device on which this service is running.

## 5.9.7 Properties

### 5.9.7.1 Type

Property name	Type
Description	"The Type property is the unique identifier for the type of the server."
Type	Integer
Access	Read
Key	No
Values	1 = "Controller Service" 2 = "PXE Service" (i.e. NBS)

	4 = "Image Service" (i.e. IDS)
--	--------------------------------

#### 5.9.7.2 DeviceName

Property name	DeviceName
Description	"The Name property is the unique identifier for the server."
Type	String
Access	Read
Key	No
Values	

#### 5.9.7.3 Description

Property name	Description
Description	"Description of the server."
Type	String
Access	Read
Key	No
Values	

### 5.9.8 Methods

#### 5.9.8.1 RecoverServer

Should not be needed.
-----------------------

### 5.10 SERVICEVARIABLES

Each Service can have zero or more service variables. These are stored in the ServiceVariables table:

Class name	ServiceVariables
Derived from	CIM_LogicalElement
Description	"The DeviceVariables class represents the collections of Name-Value pair pertaining to any device. The Name-Value pair for every device has different Namespace scope."

#### 5.10.1 Schema Summary

Implemented as the ServiceVariables database table, and exposed as the ServiceVariables WMI class.

##### 5.10.1.1 ServiceVariables Table

Property	Format	Notes
DeviceID	Integer	Not exposed directly in WMI. WMI exposes the corresponding device name.
Type	Integer	Cannot be NULL Exposed as DeviceVariables.Type
Namespace	String, max 50 characters	Cannot be NULL Exposed as

		DeviceVariables.Namespace
Attribute	Integer	Cannot be NULL Exposed as DeviceVariables.Attribute
VariableName	String, max 50 characters	Cannot be NULL Exposed as DeviceVariables.Name
VariableValue	String, max 255 characters	Cannot be NULL Exposed as DeviceVariables.Value

Primary key is DeviceID, Type, Namespace and VariableName.

DeviceID is a foreign key to Devices.ID.

## 5.10.2 Creation

Instances of DeviceVariables cannot be created manually.

## 5.10.3 Accessing

The following errors can be set after doing an access of an instance of this class (in addition to the errors defined for the Get method in the WMI SDK):

Error Status Code	Error Symbolic Name	Description
-------------------	---------------------	-------------

## 5.10.4 Updates

The following errors can be set after doing a Put or Put\_ method on an existing instance of the Sets object (in addition to the errors defined for the Put and Put\_ methods in the WMI SDK):

Error Status Code	Error Symbolic Name	Description
-------------------	---------------------	-------------

## 5.10.5 Deletion

Instances of ServiceVariables cannot be deleted.

## 5.10.6 Associations

- To single instance of Services

An instance of ServicesVariables is associated to the instance of Services to which the variable applies.

## 5.10.7 Properties

### 5.10.7.1 DeviceName

Property name	DeviceName
Description	"The DeviceName property is the unique identifier."
Type	String
Access	Read



Key	Yes
Values	255 Unicode characters

#### 5.10.7.2 Type

Property name	NameSpace
Description	
Type	Integer
Access	Read
Key	Yes
Values	See Services.Type

#### 5.10.7.3 Namespace

Property name	NameSpace
Description	"The Namespace property is the scope identifier for the device variable."
Type	String
Access	Read, write
Key	Yes
Values	50 Unicode characters

#### 5.10.7.4 Attribute

Property name	Attribute
Description	"The attribute property specifies whether the instance can be updated."
Type	Integer
Access	Read
Key	No
Values	1 = "Read" 2 = "Write" 3 = "Read/Write"

#### 5.10.7.5 Name

Property name	Name
Description	"The Name property is the unique identifier for the device variable."
Type	String
Access	Read, write
Key	Yes
Values	50 Unicode characters

#### 5.10.7.6 Value

Property name	Value
Description	"Value of the device variable."
Type	String
Access	Read, write
Key	Yes
Values	255 Unicode characters

### 5.10.8 Methods

None.

## 5.11 IMAGES

Class name	Images
Derived from	CIM_LogicalElement
Description	"The Images class represents the collection of images."

### 5.11.1 Schema Summary

#### 5.11.1.1 Images Table

Each image is represented by an entry in the Images table:

Property	Format	Notes
GUID	String, max 50 characters	Cannot be NULL
Name	String, max 50 characters	Cannot be NULL
Description	String, max 50 characters	

GUID is the primary key.

### 5.11.2 Creation

### 5.11.3 Accessing

The following errors can be set after doing an access of an instance of this class (in addition to the errors defined for the Get method in the WMI SDK):

Error Status Code	Error Symbolic Name	Description
-------------------	---------------------	-------------

### 5.11.4 Updating

### 5.11.5 Deletion

### 5.11.6 Associations

- To instances of ImageVariables

An instance of Images has an association to an instance of ImageVariables for each image variable.

### 5.11.7 Properties

#### 5.11.7.1 Name

Property name	Name
Description	"The Name property is the unique identifier for the image."
Type	String
Access	Read
Key	Yes
Values	

### 5.11.7.2 Description

Property name	Description
Description	"Description of the image."
Type	String
Access	Read
Key	No
Values	

## 5.11.8 Methods

### 5.11.8.1 Add

Description	"The Add method adds the image specified by the SourcePath to the repository of Image Server and it reads the system properties of the image being added and creates the related ImageVariables object with the properties as name-value pair under System namespace. "	
Arguments:		
Name	[in] string	"The Name property is the friendly name that uniquely identifies the image being added to the image repository."
SourcePath	[in] string	"The SourcePath is the path of the source that is to be copied to the image repository."
Description	[in] string	"Description of the image to be added to the image repository."
Return value:	Void	

The following errors can be set after calling this method (in addition to the errors defined for the ExecMethod and ExecMethod\_ methods in the WMI SDK):

Error Status Code	Error Symbolic Name	Description
-------------------	---------------------	-------------

### 5.11.8.2 Retrieve

Description	"The Retrieve method retrieves the image specified the name from the image repository and places on the destination specified by the DestinationPath parameter. "	
Arguments:		
DestinationPath	[in] string	"The DestinationPath is the path where the image is to be copied from the image repository."
Return value:	Void	

The following errors can be set after calling this method (in addition to the errors defined for the ExecMethod and ExecMethod\_ methods in the WMI SDK):

Error Status Code	Error Symbolic Name	Description
-------------------	---------------------	-------------

### 5.11.8.3 Rename

Description	"The Rename method renames the image name to the name specified."	
Arguments:		
ImageName	[in] string	"The ImageName parameter provides the name for the image"
Return value:	Void	

The following errors can be set after calling this method (in addition to the errors defined for the ExecMethod and ExecMethod\_ methods in the WMI SDK):

Error Status Code	Error Symbolic Name	Description
-------------------	---------------------	-------------

## 5.12 IMAGEVARIABLES

Class name	ImageVariables
Derived from	CIM_LogicalElement
Description	"The ImageVariables class represents the collection of image properties."

### 5.12.1 Schema Summary

#### 5.12.1.1 ImageVariables Table

Image properties are associated with each image and stored in the ImageVariables table:

Property	Format	Notes
ImageGUID	String, max 50 characters	Cannot be NULL
NameSpace	String, max 50 characters	Cannot be NULL
Attribute	Integer	Cannot be NULL
PropertyName	String, max 50 characters	Cannot be NULL
PropertyValue	String, max 255 characters	Cannot be NULL

ImageGUID, NameSpace and PropertyName are the primary key.

ImageGUID is a foreign key to Images.ImageGUID.

### 5.12.2 Creation

### 5.12.3 Accessing

The following errors can be set after doing an access of an instance of this class (in addition to the errors defined for the Get method in the WMI SDK):

Error Status Code	Error Symbolic Name	Description
-------------------	---------------------	-------------

### 5.12.4 Updating

### 5.12.5 Deletion

### 5.12.6 Associations

- To single instance of Images

An instance of ImageVariables is associated to the instance of Images to which the variable applies.

## 5.12.7 Properties

### 5.12.7.1 ImageName

Property name	ImageName
Description	"The ImageName property is the unique identifier for the image."
Type	String
Access	Read
Key	Yes
Values	

### 5.12.7.2 Namespace

Property name	Namespace
Description	"The Namespace property is the unique identifier for the image."
Type	String
Access	Read
Key	Yes
Values	

### 5.12.7.3 Attribute

Property name	Attribute
Description	"The attribute property specifies whether the instance can be updated."
Type	Integer
Access	Read
Key	No
Values	1 = "Read" 2 = "Write" 3 = "Read/Write"

### 5.12.7.4 Name

Property name	Name
Description	The Name property is the unique identifier for the image property."
Type	String
Access	Read
Key	No
Values	

### 5.12.7.5 Value

Property name	Value
Description	"The Value property is the image property value."
Type	String
Access	Read, write
Key	No
Values	

## 5.12.8 Methods

None.

## 6 Association Class Definitions

In the database, instances of objects (that is, table rows) are linked by connecting a field in one table to another table. In WMI, special classes called association classes are used to link instances of objects. This section defines the association classes used to link the WMI classes that implement the object model. These classes (and their instances) do not exist in the database. The WMI layer creates instances of these classes dynamically as needed.

Association classes are derived from either `CIM_Component` or `CIM_Dependency`.

`CIM_Component` contains the properties `GroupComponent` and `PartComponent` to specify the parent instance and child instance respectively.

`CIM_Dependency` contains the properties `Antecedent` and `Dependent` to specify the dependency relationship.

In the sections below, the parent class is listed, then the values of the properties (either `GroupComponent` and `PartComponent`, or `Antecedent` and `Dependent`) are described. No class adds additional properties or overrides the descriptions or other attributes.

### 6.1 DEVICETODEVICEHWADDR

Class name	DeviceToDeviceHWAddr
Derived from	CIM_Component
Description	<inherited>

`GroupComponent` is a reference to an instance of `Devices`, `PartComponent` is a reference to an instance of `DeviceHWAddrs`.

### 6.2 DEVICETOJOB

Class name	DeviceToJob
Derived from	CIM_Dependency
Description	<inherited>

`Antecedent` is a reference to an instance of `Devices`, `Dependent` is a reference to an instance of `Jobs`.

### 6.3 SETTOJOB

Class name	SetToJob
Derived from	CIM_Dependency
Description	<inherited>

`Antecedent` is a reference to an instance of `Sets`, `Dependent` is a reference to an instance of `Jobs`.

### 6.4 JOBTJOB

Class name	JobToJob
Derived from	CIM_Component

Description	<inherited>
-------------	-------------

GroupComponent is a reference to an instance of Jobs (representing the parent),  
PartComponent is a reference to an instance of Jobs (for the children).

## 6.5 JOBINVOCATIONTOJOB

Class name	JobInvocationToJob
Derived from	CIM_Dependency
Description	<inherited>

Antecedent is a reference to an instance of JobInvocations, Dependent is a reference to an instance of Jobs.

## 6.6 JOBTOJOBLOG

Class name	JobToJobLog
Derived from	CIM_Dependency
Description	<inherited>

Antecedent is a reference to an instance of Jobs, Dependent is a reference to an instance of JobLogs.

## 6.7 SETTODEVICE

Class name	SetToDevice
Derived from	CIM_Component
Description	<inherited>

GroupComponent is a reference to an instance of Sets, PartComponent is a reference to an instance of Devices.

## 6.8 SETTOSET

Class name	SetToSet
Derived from	CIM_Component
Description	<inherited>

GroupComponent is a reference to an instance of Sets, PartComponent is a reference to an instance of Sets.

## 6.9 DEVICETODEVICEVARIABLE

Class name	DeviceToDeviceVariable
Derived from	CIM_Dependency
Description	<inherited>

Antecedent is a reference to an instance of Devices, Dependent is a reference to an instance of DeviceVariables.

## 6.10 DEVICETOSERVER

Class name	DeviceToServer
Derived from	CIM_Component
Description	<inherited>

GroupComponent is a reference to an instance of Devices, PartComponent is a reference to an instance of Servers.

## 6.11 DEVICETOJOBTEMPLATE

Class name	DeviceToJobTemplate
Derived from	CIM_Dependency
Description	<inherited>

Antecedent is a reference to an instance of Devices, Dependent is a reference to an instance of JobTemplates.

## 6.12 SETTOJOBTEMPLATE

Class name	SetToJobTemplate
Derived from	CIM_Dependency
Description	<inherited>

Antecedent is a reference to an instance of Sets, Dependent is a reference to an instance of JobTemplates.

## 6.13 IMAGETOIMAGEVARIABLE

Class name	ImageToImageVariable
Derived from	CIM_Dependency
Description	<inherited>

Antecedent is a reference to an instance of Images, Dependent is a reference to an instance of ImageVariables.



## General Computing Device Example

Fig. 11 illustrates a general computer environment 600, which can be used to implement the techniques described herein. The computer environment 600 is only one example of a computing environment and is not intended to suggest any limitation as to the scope of use or functionality of the computer and network architectures. Neither should the computer environment 600 be interpreted as having any dependency or requirement relating to any one or combination of components illustrated in the exemplary computer environment 600.

Computer environment 600 includes a general-purpose computing device in the form of a computer 602. Computer 602 can be, for example, a computing device 102 or implement automated deployment services 104 of Fig. 1, or implement automated deployment services 120 of Fig. 2, or implement automated deployment services 200 of Fig. 4. The components of computer 602 can include, but are not limited to, one or more processors or processing units 604, a system memory 606, and a system bus 608 that couples various system components including the processor 604 to the system memory 606.

The system bus 608 represents one or more of any of several types of bus structures, including a memory bus or memory controller, a peripheral bus, an accelerated graphics port, and a processor or local bus using any of a variety of bus architectures. By way of example, such architectures can include an Industry Standard Architecture (ISA) bus, a Micro Channel Architecture (MCA) bus, an Enhanced ISA (EISA) bus, a Video Electronics Standards Association (VESA) local bus, and a Peripheral Component Interconnects (PCI) bus also known as a Mezzanine bus.

1 Computer 602 typically includes a variety of computer readable media.  
2 Such media can be any available media that is accessible by computer 602 and  
3 includes both volatile and non-volatile media, removable and non-removable  
4 media.

5 The system memory 606 includes computer readable media in the form of  
6 volatile memory, such as random access memory (RAM) 610, and/or non-volatile  
7 memory, such as read only memory (ROM) 612. A basic input/output system  
8 (BIOS) 614, containing the basic routines that help to transfer information  
9 between elements within computer 602, such as during start-up, is stored in ROM  
10 612. RAM 610 typically contains data and/or program modules that are  
11 immediately accessible to and/or presently operated on by the processing unit 604.

12 Computer 602 may also include other removable/non-removable,  
13 volatile/non-volatile computer storage media. By way of example, Fig. 11  
14 illustrates a hard disk drive 616 for reading from and writing to a non-removable,  
15 non-volatile magnetic media (not shown), a magnetic disk drive 618 for reading  
16 from and writing to a removable, non-volatile magnetic disk 620 (e.g., a “floppy  
17 disk”), and an optical disk drive 622 for reading from and/or writing to a  
18 removable, non-volatile optical disk 624 such as a CD-ROM, DVD-ROM, or other  
19 optical media. The hard disk drive 616, magnetic disk drive 618, and optical disk  
20 drive 622 are each connected to the system bus 608 by one or more data media  
21 interfaces 626. Alternatively, the hard disk drive 616, magnetic disk drive 618,  
22 and optical disk drive 622 can be connected to the system bus 608 by one or more  
23 interfaces (not shown).

24 The disk drives and their associated computer-readable media provide non-  
25 volatile storage of computer readable instructions, data structures, program

1 modules, and other data for computer 602. Although the example illustrates a hard  
2 disk 616, a removable magnetic disk 620, and a removable optical disk 624, it is to  
3 be appreciated that other types of computer readable media which can store data  
4 that is accessible by a computer, such as magnetic cassettes or other magnetic  
5 storage devices, flash memory cards, CD-ROM, digital versatile disks (DVD) or  
6 other optical storage, random access memories (RAM), read only memories  
7 (ROM), electrically erasable programmable read-only memory (EEPROM), and  
8 the like, can also be utilized to implement the exemplary computing system and  
9 environment.

10 Any number of program modules can be stored on the hard disk 616,  
11 magnetic disk 620, optical disk 624, ROM 612, and/or RAM 610, including by  
12 way of example, an operating system 626, one or more application programs 628,  
13 other program modules 630, and program data 632. Each of such operating  
14 system 626, one or more application programs 628, other program modules 630,  
15 and program data 632 (or some combination thereof) may implement all or part of  
16 the resident components that support the distributed file system.

17 A user can enter commands and information into computer 602 via input  
18 devices such as a keyboard 634 and a pointing device 636 (e.g., a "mouse").  
19 Other input devices 638 (not shown specifically) may include a microphone,  
20 joystick, game pad, satellite dish, serial port, scanner, and/or the like. These and  
21 other input devices are connected to the processing unit 604 via input/output  
22 interfaces 640 that are coupled to the system bus 608, but may be connected by  
23 other interface and bus structures, such as a parallel port, game port, or a universal  
24 serial bus (USB).  
25

1 A monitor 642 or other type of display device can also be connected to the  
2 system bus 608 via an interface, such as a video adapter 644. In addition to the  
3 monitor 642, other output peripheral devices can include components such as  
4 speakers (not shown) and a printer 646 which can be connected to computer 602  
5 via the input/output interfaces 640.

6 Computer 602 can operate in a networked environment using logical  
7 connections to one or more remote computers, such as a remote computing device  
8 648. By way of example, the remote computing device 648 can be a personal  
9 computer, portable computer, a server, a router, a network computer, a peer device  
10 or other common network node, and the like. The remote computing device 648 is  
11 illustrated as a portable computer that can include many or all of the elements and  
12 features described herein relative to computer 602.

13 Logical connections between computer 602 and the remote computer 648  
14 are depicted as a local area network (LAN) 650 and a general wide area network  
15 (WAN) 652. Such networking environments are commonplace in offices,  
16 enterprise-wide computer networks, intranets, and the Internet.

17 When implemented in a LAN networking environment, the computer 602 is  
18 connected to a local network 650 via a network interface or adapter 654. When  
19 implemented in a WAN networking environment, the computer 602 typically  
20 includes a modem 656 or other means for establishing communications over the  
21 wide network 652. The modem 656, which can be internal or external to computer  
22 602, can be connected to the system bus 608 via the input/output interfaces 640 or  
23 other appropriate mechanisms. It is to be appreciated that the illustrated network  
24 connections are exemplary and that other means of establishing communication  
25 link(s) between the computers 602 and 648 can be employed.

1 In a networked environment, such as that illustrated with computing  
2 environment 600, program modules depicted relative to the computer 602, or  
3 portions thereof, may be stored in a remote memory storage device. By way of  
4 example, remote application programs 658 reside on a memory device of remote  
5 computer 648. For purposes of illustration, application programs and other  
6 executable program components such as the operating system are illustrated herein  
7 as discrete blocks, although it is recognized that such programs and components  
8 reside at various times in different storage components of the computing device  
9 602, and are executed by the data processor(s) of the computer.

10 Various modules and techniques may be described herein in the general  
11 context of computer-executable instructions, such as program modules, executed  
12 by one or more computers or other devices. Generally, program modules include  
13 routines, programs, objects, components, data structures, etc. that perform  
14 particular tasks or implement particular abstract data types. Typically, the  
15 functionality of the program modules may be combined or distributed as desired in  
16 various embodiments.

17 An implementation of these modules and techniques may be stored on or  
18 transmitted across some form of computer readable media. Computer readable  
19 media can be any available media that can be accessed by a computer. By way of  
20 example, and not limitation, computer readable media may comprise "computer  
21 storage media" and "communications media."

22 "Computer storage media" includes volatile and non-volatile, removable  
23 and non-removable media implemented in any method or technology for storage  
24 of information such as computer readable instructions, data structures, program  
25 modules, or other data. Computer storage media includes, but is not limited to,

1 RAM, ROM, EEPROM, flash memory or other memory technology, CD-ROM,  
2 digital versatile disks (DVD) or other optical storage, magnetic cassettes, magnetic  
3 tape, magnetic disk storage or other magnetic storage devices, or any other  
4 medium which can be used to store the desired information and which can be  
5 accessed by a computer.

6 "Communication media" typically embodies computer readable  
7 instructions, data structures, program modules, or other data in a modulated data  
8 signal, such as carrier wave or other transport mechanism. Communication media  
9 also includes any information delivery media. The term "modulated data signal"  
10 means a signal that has one or more of its characteristics set or changed in such a  
11 manner as to encode information in the signal. By way of example, and not  
12 limitation, communication media includes wired media such as a wired network or  
13 direct-wired connection, and wireless media such as acoustic, RF, infrared, and  
14 other wireless media. Combinations of any of the above are also included within  
15 the scope of computer readable media.

16 Although the description above uses language that is specific to structural  
17 features and/or methodological acts, it is to be understood that the invention  
18 defined in the appended claims is not limited to the specific features or acts  
19 described. Rather, the specific features and acts are disclosed as exemplary forms  
20 of implementing the invention.